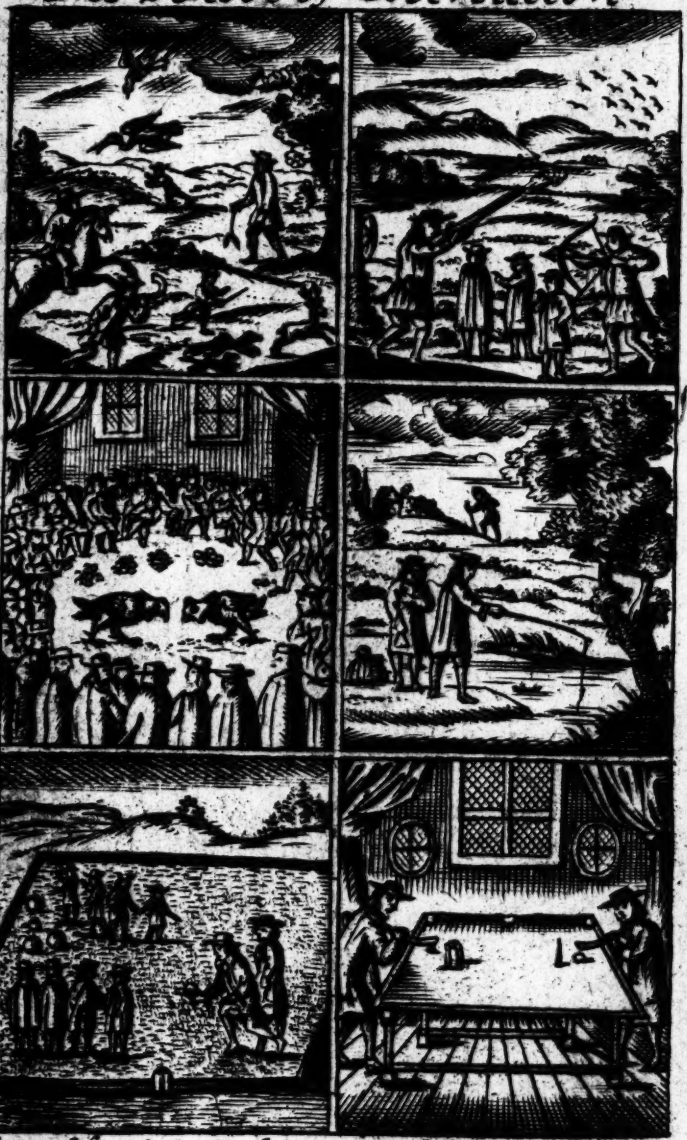
The School of Recreation.



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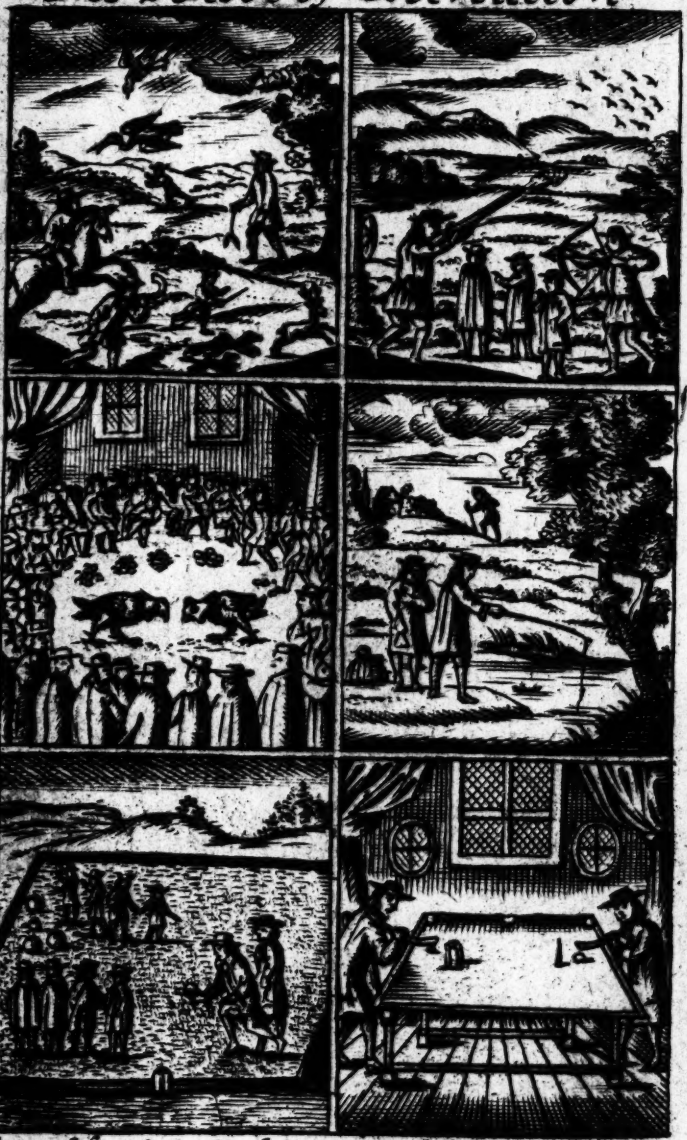

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THE SCHOOL OF Recreation: OR, A GUIDE To the Most Ingenious Exercises OF

Hunting.
Riding.
Racing.
Fireworks.
Military Discipline.
The Science of Defence.

Hawking.
Tennis.
Bowling.
Ringing.
Singing.
Cock-Fighting.
Fowling.
Angling.

By *R. H.*

London: Printed for *H. Rhodes*, at the *Star*, the corner of *Bride-lane*, *Fleet-street*. 1701.

8 10 SEP

The PREFACE TO THE READER.

READER, in this small Book you will find such Variety of Recreations, that nothing of the nature ever appear'd so like Accomplish'd in any one Volume, of what Largeness soever: For besides my own Experience in these acceptable and delightful Particulars, reduced under proper Heads, easy to be understood, and put in practice; I have taken the Opinions of those

whose Ingenuity hath led them to these Exercises in Particular or General, and are approved for the Performance of them in the exactest manner, whose judicious Approbations the more emboldened me to a Publication of them: In which you will not only find Pleasure, and keep up a Healthful Constitution in moderately pursuing them, but in most or all of them find considerable Profit and Advantage, when you can spare leisure Hours from your Devotions, or to unbend your Cares after the tiresome Drudgery of weighty Temporal Matters; *Not that I think it is proper so eagerly to pursue them,*

them, as if you made them rather a Buſineſs *than a* Recreation; *for though in themſelves they are harmleſs, yet a continual or inſatiate Proſecution of any Thing, not only leſſens the Pleaſure, but may render it hurtful, if not to your ſelf, yet in giving Offence to others, who will be apt to reflect upon ſuch as ſeem to doat upon them, and wholly neglect their other Affairs.*

We find the Taſte of Honey is delicious and deſirable, yet Nature over-burthened with too great a Quantity, Surfeits, and begets a loathing of it. Wherefore to Conclude, I commend them as they are, viz. *Suitable* Recreations *for the* Gentry *of*

Eng-

To the Reader.

England, *and others, wherein to Please and Delight themselves. And so not doubting this* Work *will be accepted, as it was well meant to serve my* Country-Men, *I take leave to subscribe my self, Kind Reader,*

Your most humble

and obliging Servant,

R. H.

OF HUNTING.

HUNTING, being a Recreation that challenges the ſublime Epithets of Royal, Artificial, Manly, and Warlike, for its Stateline ſs, Cunning, and Indurance, claims above all other Sports the Precedency; and therefore I was induced to place it at the Head to uſher in the reſt.

But to come to the Purpoſe: The young Hunter, as yet raw in the true Knowledge of this Royal Sport, with what is meerly neceſſary and uſeful, without amuſing him with ſuperfluous Obſervations for his Inſtruction: I ſhall therefore obſerve throughout this Treatiſe this Method: 1. The ſeveral *Chaſes* or Games which fall under the firſt Denomination, Hunting. 2. The genuine of Infallible Rules whereby we are to direct our ſelves, for the obtaining the true Pleaſure in proſecuting the ſame, and the deſired Effects of it.

Know then; the Beaſts of Venery or Foreſt, are, *viz.* The *Hart*, *Hind*, *Hare*.

As likewiſe the Wild Beaſts, or Beaſts of Chace are, *viz.* the *Buck*, *Doe*, *Fox*, *Marten*, *Roe*.

The Beasts of Warren are, *viz.* *Hares*, *Coneys*, *Roes*.

Note, The *Hart* and *Hind* before spoken of, though they are of one kind, yet, because their Seasons are several, are esteem'd distinct Beasts; and in the *Hart* is included the *Stag*, and all red *Deer* of Antler.

And because I reckon it the most necessary part of the Hunter to understand the Names, Degrees, Ages and Seasons of the aforesaid different Beasts of Forest or Venery, Chase and Warren, I therefore, present him with these following

Beasts of Forest, &c.

The *Hart* the first Year is called a *Hind-Calf*, 2 a *Knobber*, 3 a *Brock*, 4 a *Staggard*, 5 a *Stag*, 6 a *Hart*.

The *Hind* the first Year a *Calf*, 2 a *Hearse*, 3 a *Hind*.

The *Hare* the first Year a *Leveret*, 2 a *Hare*, 3 a *great Hare*.

Beasts of Chase.

The *Buck* the first Year is called a *Fawn*, 2 a *Pricket*, 3 a *Sorrel*, 4 a *Sore*, 5 a *Buck* of the first Head, 6 a great *Buck*.

The *Doe* the first Year a *Fawn*, 2 a *Teg*, 3 a *Doe*.

The *Fox* the first Year a *Cub*, 2 a *Fox*.

The *Marten* the first Year a *Cub*, 2 a *Marten*.

The *Roe* the first Year a *Kid*, 2 a *Gyrl*, 3 a *Hemuse*, 4 a *Roe-Buck* of the first Head, 5 a Fair *Roe-Buck*.

As for the Beasts of Warren, the *Hare* being spoken of before, little or nothing is to be said.

The

The *Coney* is first a *Rabbet*, and then an old *Coney*.

Thus much for their Names, Degrees and Ages: Now let us next observe their proper Seasons for Hunting.

The *Hart* or *Buck* beginneth fifteen Days after *Midsummer-day*, and lasteth till *Holy-Rood-day*.

The *Fox* from *Christmas*, and lasteth till the Annunciation of the Blessed *Virgin Mary*.

The *Hind* or *Doe*, from *Holy-Rood-day*, till *Candlemas*.

The *Roe-Buck* from *Easter* till *Michaelmas*.

The *Roe* from *Michaelmas* till *Candlemas*.

The *Hare* from *Michaelmas* to the end of *February*.

Thus much I thought fit to speak briefly of the proper Names, Degrees, Ages, and Seasons of the several Chases which we Hunt: But having almost forgot some, I shall insert here, as intending to speak somewhat of them, and they are the *Badger*, *Otter* and the Wild *Goat*.

As for the Terms of Art appropriated to Hunting. And now I bring you to the second thing I proposed, *viz.* the Rules and Measures we are to learn and observe in the forementioned Sports or Chases, and in this we must begin with the Pursuers or Conquerors of these Chases, namely.

Of Hounds.

There are several kind of Hounds, endued with Qualities suitable to the Country where they are bred; and therefore consult his Country, and you will soon understand his Nature and Use: As for instance, the Western Countries of *England*, and Wood-land, Mountainous Coun-

tries as alſo *Cheſhire* and *Lancaſhire*, breed the *ſlow-Hound*; a large great Dog, tall and heavy. *Worceſterſhire*, *Bedfordſhire*, and many other well mixt Soils, where the Champaign and Covert are equally large, produce the *Middle ſized* Dog, of a more nimble Compoſure than the fore-mention'd, and fitter for Chaſe. *Yorkeſhire*, *Cumberland*, *Northumberland*, and the North parts, breed the Light, Nimble, Swift Slender Dog. And our open Champaigns train up excellent Grey-Hounds, hugely admired for his Swiftneſs, Strength and Sagacity. And laſtly, the little *Beagle* bred in all Countries, is of exceeding Cunning, and curious Scent in Hunting.

For the Choice of Hounds we are to rely much on their Colours, and accordingly make our Election. The Beſt and moſt Beautiful of all for a general Kennel, is the White Hound, with black Ears, and a black Spot at the ſetting on of the Tail, and is ever found to be both of good Scent and of good Condition, and will Hunt any Chaſe, but eſpecially the *Hare*, *Stag*, *Buck*, *Roe* or *Otter*, not ſticking at Woods or Waters. The next is the Black, the black tann'd or all Liver hew'd, or the milk White Hound, which is the true *Talbot*, is beſt for the ſtring, or Line, as delighting in Blood; the largeſt is the comlieſt and beſt. The *Grizled*, uſually ſhag-hair'd, are the beſt Verminers, and ſo fitteſt for the *Fox*, *Badger*, or other hot Scents; a couple of which let not your Kennel be without, as being exceeding good cunning Finders.

For the Shape of your Hound, you muſt conſult the Climate or his Breed, and the natural Compoſition of his Body; but by theſe following Characters you may know a good Hound.

Hound. If you like a large, heavy, true *Talbot* like Hound, ſee

His Head be round and thick. Noſe ſhort and uprifing. Noſtrils wide and large. Ears large and down-hanging. Upper-lip-Flews lower than his Nether Chaps. Back ſtrong and riſing. Fillirs thick and great. Thighs and Huckle bones round. Hams ſtreight. Tail long and ruſh grown. The Hair of his Belly hard and ſtiff. Legs big and Lean. Foot like a *Fox*'s, well-claw'd and round. Sole dry and hard. All theſe ſhew an able Hound.

If you would chooſe a ſwift light Hound, the *Yorkſhire* one in the generality will pleaſe you for that (as theſe have) he ought to have a ſlenderer Head longer Noſe, ſhallower Ears and Flews, broad Back, gaunt Belly, ſmall Tail, long Joynts, round Foot; and in fine of a Grey-Hound-like make.

Thus much to direct the Choice of Hounds; now ſomething ought to be ſpoken of the Compoſition of Kennels, wherein I muſt appeal to the Affection of the Gentleman, the Lover of this Sport, and let him tell me the Reaſons that induced him to take pleaſure in Hounds, whether it be he fancies Cunning in Hunting? Or Sweetneſs, Loudneſs or Deepneſs of Cry? Or for the Training his Horſes? Or for the Exercile of his Body only?

If for Cunning Hunting; breed your Dogs from the ſloweſt and largeſt of the forementioned Northern Hounds, and the ſwifteſt and ſlendereſt of the Weſt Country, of both Kinds, approved to be not given to lie off, or look for Advantages, but ſtaunch, fair, even running, and of perfect fine Scent. Theſe will make a Horſe gallop faſt, and not run; being middle ſiz'd, not too ſwift as to

out-run, or too ſlow as to loſe the Scent; are the beſt for the true Art and Uſe of Hunting.

If for ſweetneſs of Cry; compound your Kennel of ſome large Dogs, of deep ſolemn Mouths, and ſwift in ſpending, as the *Baſe* in the Conſort; then twice ſo many roaring, loud ringing Mouths as the *Counter-Tenor*: And laſtly, ſome hollow plain ſweet Mouths, as the *Mean*: So ſhall your Cry be perfect. Obſerve that this Compoſition be of the ſwifteſt and largeſt deep Mouth'd Dog, the ſloweſt and middle-siz'd, and the ſhorteſt Legged ſlender Dog. For theſe run even together.

If for Loudneſs of Mouth, chooſe the Loud clanging (redoubling as it were) Mouth, and to this put the roaring, ſpending, and whining Mouth, which will be loud, ſmart, and pleaſant: Such are for the moſt part your *Shropſhire*, and *Worceſterſhire* Dogs.

If (laſtly) for deepneſs of Cry, the largeſt Dogs having the greateſt Mouths, and deepeſt Flews, are the beſt; ſuch are your Weſt Country, *Cheſhire*, and *Lancaſhire* Dogs.

But if you have your Kennel for Training Horſes only; then compound your Kennel of the lighteſt, nimbleſt and ſwifteſt Dogs, ſuch as your Northern Hounds are. For the ſtrong and violent Exerciſes of their Horſes, through the Natural Velocity of their Hounds in the North parts, have rendred them famous for Truth and Swiftneſs above all other parts of *England*.

Laſtly, If for the Maintainance of your Health, by preventing Infirmities and Groſſneſs of Humours, you compoſe your Kennel; conſult firſt your own Ability for this Exerciſe; and if you think you are not able to Foot it away, then the biggeſt and ſloweſt Dogs you can get are beſt.

But

But if you would pad it away through an Unability of footing it, than chooſe the ſloweſt or middle-ſiz'd Hounds, of good Mouths and Noſes, for loud Cry, and ready Scent.

Thus far for the Compoſing a Kennel; I come now to the *Kennel it ſelf*, of which I need ſay little, as indeed unneceſſary, leaving that to the Diſcretion of the *Huntſman*; only I would have him obſerve, that it be built ſome pretty way diſtant from the Dwelling-Houſe, in a warm dry Place, free from Vermine, and near ſome Pond or River of freſh Water; and ſo placed that the Morning Sun may ſhine upon it. Be ſure to keep it clean, and let them not want freſh Straw every Day. Feed them early in the Morning at Sun-riſing, and at Sun-ſet in the Evening. As for the Meat, I leave to the ingenious Huntſman to get when they come from Hunting; after you have fed them well, let them to their Kennel, and waſh their Feet with Beer and Butter, or ſome ſuch thing; and pick and ſearch their Cleys, for Thorns, Stubs, or the like: If it is in *Winter*, let a Fire be made, and let them beak and ſtretch themſelves for an Hour or ſo at the Fire, and ſuffer them to lick, pick, and trim themſelves; hereby to prevent the *Diſeaſes* incident to them, upon ſudden Cooling, as the *Mange*, *Itch*, *Fevers*, &c.

But before I treat of the keeping your Hounds in Health by curing their Diſeaſes, I muſt ſpeak a Word or two of the way to *Breed good Whelps*, viz. Having a Hound and a Bratch of that general Goodneſs in Size, Voice, Speed, Scent, and Proportion you like, put them together to ingender in *January*, *February* or *March*, as the propereſt Months for Hounds, Bitches, and Bratches to be Limed in; becauſe of not *loſing time* to

enter them. When you put them together, observe, as near as you can, if the *Moon* be in *Aquarius* or *Gemini*; because the Whelps will then never run Mad, and the Litter will be double as many Dogs, as Bitch-whelps. When your Bitch is near her *Whelping*, ſeparate her from the other Hounds, and make her a Kennel particularly by her ſelf; and ſee her Kennel'd every Night, that ſhe might be acquainted and delighted with it, and ſo not ſeek out unwholſom Places; for if you remove the Whelps after they are Whelp'd the Bitch will carry them up and down till ſhe come to their firſt Place of Littering; and that's very dangerous. Suffer not your Whelps to Suck above two Months, and then *Wean* them.

When your Whelps are brought up, *enter* them not in Hunting till they are at leaſt a Year and half old: That is, if Whelp'd in *March*, enter them *September* come Twelve Month; if in *April*, in *October* come Twelve Months after, *&c.*

When you would *enter* them, bring them abroad, with the moſt Staunch and beſt Hunting Hounds; (all babling and flying Curs being left at home:) and a *Hare being the beſt entering Chaſe*, get a *Hare* ready before, and putting her from her Form, view which way ſhe takes, and then lay on your Hounds, giving them all the Advantage may be; and if ſhe is caught, do not ſuffer them to break her, but immediately taking her, ſtrip off her Skin, and cutting her to pieces, give every part to your young Whelps; and that will beget in them a Delight in Hunting.

Diſeaſes incident to Dogs and their Cures.

For Sick Dogs. Take Sheeps heads, Wool and all, hack, and bruiſe them into pieces, make Pot-

Pottage of it with Oatmeal, and *Penny-Royal*, and give it warm.

Lice and Fleas. Boyl four or five handfuls of *Rue* or *Herb of Grace*, in a Gallon of running Water, till a Pottle be consumed, ſtrain it, and put two Ounces of *Staves-acre* poudered, and bathe them with it warm.

Itch. Take Oyl of *Flower-de Lys*, Powder of *Brimſtone*, and dry'd *Elicampane-Roots*, of each a like quantity, and *Bay-Salt* powdered; mix theſe Powders with the Oyl, and warm it, anoint ſcratch and make it bleed, it will do well.

Tetter. Take *Black-Ink*, Juice of *Mint* and *Vinegar*, of each alike, mix them altogether with Powder of *Brimſtone* to a Salve, and anoint it.

Worms. Give your Hound *Brimſtone* and new *Milk*, it will kill them.

Gauling. May *Butter*, yellow *Wax*, and unſlackt *Lime*, made to a Salve, and anoint therewith, is a preſent Remedy.

Mange. Take two Handfuls of *Wild-Creſſes*, of *Elicampagne*, of the Leaves and Roots of *Roerb* and *Sorrel*, the like quantity, and two pounds of the Roots of *Frodels*, boyl them all well in Lye and Vinegar, ſtrain it, and put therein two Pound of *Grey Soap*, and after its melted, rub your Hound with it four or five Days together.

For an Ear Diſeaſe. Mix *Verjuice* and *Chervile* Water together, and drop into his Ears a ſpoonful or two, Morning and Evening.

Sore Eyes. Chew a Leaf or two of *Ground-Ivy*, and ſpit the Juice into his Eyes.

Surbaiting. Waſh his Feet with *Beer* and *Butter*, and bind young red *Nettles* beaten to a Salve to his Soles.

Biting by Snake, Adder, &c. Beat the Herb *Calaminth* with *Turpentine*, and yellow *Wax* to a Salve, and apply it. To expel the inward Poyson, give the said Herb in Milk.

Biting by a Mad Dog. Wash the place with *Sea-Water*, or strong *Brine*, will Cure him. The quantity of a Hazzle-Nut of *Methridate*, dissolved in sweet Wine, will prevent inward Infection.

Madness. Lastly, if your Hound be Mad, which you will soon find by his separating himself from the rest, throwing his Head into the Wind, foaming and slavering at Mouth, snatching at every thing he meets, red fiery Eyes, stinking filthy Breath; then to knock him on the Head is a present Remedy, and you'll prevent infinite Dangers.

And now I proceed to give some brief Instructions for Hunting the several Chases, *viz.* the *Time when?* And the *Manner how?*

Having your Kennel of Hounds in good order and plight, lead them forth, and to your Game; only take this Caution, do not forget to have in your Pack a couple of *Hounds* called *Hunters in the High-wayes*, that will Scent upon hard Ground, where he cannot perceive Pricks or Impressions; and let a couple of *Old stench Hounds* accompany you, by whose sure Scent the too great Swiftness of the young and unexperienced Ones may be restrained and regulated.

Of Hart or Stag Hunting.

To understand the *Age* of this our Game, it is known by several Marks, amongst which this is the most authentick: That if you take

his

his view in the Ground, and perceive he has a large Foot, a thick Heel, a deep Print, open Cleft and long Space, then be assured he is Old; as the contrary concludes him Young.

To find him examine the following Annual, or Monthly,

November in Heaths among Furs, Shrubs, and Whins.

December in Forests among thick and strong Woods.

January in corners of the Forests, Corn fields, *Wheat*, *Rye*, &c.

February and *March*, amongst young and thick Bushes.

April and *May* in Coppices and Springs.

June and *July* in Out-woods and Purlieus neareſt the Corn-fields.

September and *October*, after the first showers of Rain, they leave their Thickets, and go to Rut, during which time there is no certain place to find them in.

When you have found him in any of these places be careful to go up the Wind; and the best time to find him is before *Sun-rising*, when he goes to feed; then watch him to his Leir, and having lodged him go and prepare; if he is not forced he will not budge till Evening. Approaching his Lodging cast off your *Finders*, who having Hunted him a Ring or two, cast in the rest; and being in full Cry and main Chase, Comfort and Cheer them with Horn and Voice. Be sure to take notice of him by some *Mark*, and if your Dogs make *Default*, rate them off, and bring them to the *Default* back, and make them cast about till they have undertaken the first *Deer*; then cheer them to the utmost, and so continue till they

they have either set up or slain him. It is the Nature of a *Stag* to seek for one of his kind, when he is Imbost or weary, and beating him up, lye down in his place; therefore have a watchful Eye unto *Change*. As likewise by taking *Soil* (i. e. Water) he will swim a River just in the middle down the Streme, covering himself all over but his Nose, keeping the middle, least by touching any Boughs he leave a Scent for the *Hounds*; and by his Crossings and Doublings he will endeavour to baffle his Persuers: In these Cases have regard to your *Old-Hounds*, as I said before. When he is Imbost or weary, may be known thus: By his creeping into holes, and often lying down, or by his running stiff, high and lumbering, slavering and foaming at Mouth, shining and blackness of Hair, and much Sweat; and thus much for *Stag* or *Hart-Hunting*. As for the *Buck* I shall not speak any thing, for he that can Hunt a *Stag* well, cannot fail Hunting a *Buck* well. As likewise for the *Roe Hunting*, I refer you to what is spoken of the *Hart* or *Stag*.

Of Hare-Hunting.

As for the *Time*, the most proper to begin this Game, note; That about the middle of *September* is best, and to end towards the latter end of *February*, when surcease, and destroy not the young early Brood of *Leverets*: and this Season is most agreeable likewise to the nature of *Hounds* moist and cool. Now for the *Place* where to find her, you must examine and observe the Seasons of the Year; for in Summer or Spring time, you shall find them in Corn-fields and open places, not sitting in Bushes for fear of Snakes, Adders, &c.

&c. In *Winter* they love Tufts of Thorns and Brambles, near Houſes: In theſe places you muſt regard the *Oldneſs* or *Newneſs* of her *Form* or *Seat* to prevent Labour in Vain: If it be plain and ſmooth within, and the Pad before it flat and worn, and the Prickles ſo new and perceptible, that the Earth ſeems black, and freſh broken, then aſſure your ſelf the Form is new, and from thence you may Hunt and recover the *Hare*; if the contrary it is old, and if your *Hounds* call upon it, rate them off. When the *Hare* is ſtared and on Foot, ſtep in where you ſaw her paſs, and hollow in your *Hounds* till they have undertaken it, then go on with full Cry. Above all, be ſure to obſerve her firſt Doubling, which muſt be your direction for all that Day; for all her other after Doublings will be like that. When ſhe is thus reduced to the *ſleights* and *ſhifts* ſhe makes by Doublings and Windings, give your Dogs *Time* and *Place* enough to caſt about your Rings, for unwinding the ſame; and obſerve her *leaps* and *skips* before ſhe ſquat, and beat curiouſly all likely places of Harbour: She is ſoon your Prey now.

Of Coney-Catching.

Their *Seaſons* are always, and the way of taking them thus: Set Purſenets on their Holes, and put in a *Ferret* cloſe muzzled, and ſhe will boult them out into the Nets: Or blow on a ſuddain the Drone of a Bag-Pipe into the Burrows, and they will boult out: Or for want of either of theſe two, take Powder of *Orpiment* and *Brimſtone*, and boult them out with the Smother: But pray uſe this laſt ſeldom, unleſs you would deſtroy

deſtroy your Warren. But for this ſport *Hays* are to be prefered above all.

Of Fox Hunting.

January, *February* and *March*, are the beſt Seaſons for Hunting the *Fox* above Ground, the Scent being then ſtrong, and the coldeſt Weather for the *Hounds*, and beſt finding his Earthing. Caſt off your ſure Finders firſt, and as the *Drag* mends, more; but not too many at once, becauſe of the variety of Chaſes in Woods and Coverts. The Night before the Day of Hunting, when the *Fox* goes to prey at Midnight, find his Earths, and ſtop them with Black-Thorns and Earth. To find him draw your *Hounds* about Groves, Thickets, and Buſhes near Villages; Pigs and Poultry inviting him to ſuch Places to Lurk in. They make their Earths in hard Clay, ſtony Grounds, and amongſt Roots of Trees; and have but one Hole ſtreight and long. He is uſually taken with *Hounds*, *Grey-hounds*, *Terriers*, *Nets* and *Gins*.

Of Badger Hunting.

This Creature has ſeveral Names, as *Gray*, *Brock*, *Boreſon*, or *Bauſon*; and is hunted thus. Firſt go ſeek the Earths and Burrows where he lieth, and in a clear Moon-ſhine Night, ſtop all the Holes but one or two, and in theſe faſten Sacks with drawing Strings; and being thus ſet, caſt off your *Hounds*, and beat all the Groves, Hedges and Tuffs within a Mile or two about, and being alarm'd by the Dogs, they will repair to their Burrows and Kennels, and running into the Bags, are taken.

Of

Of the Martern or Wild Cat.

These two Chases are usually hunted in *England*, and are as great Infesters of Warrens as the two last mention'd Vermine, but are not purposely to be sought after; unless the Huntsman see their place of Prey, and can go to it; and if the *Hound* chance to cross them, sport may be had. But no Rule can be prescribed how to find or hunt them.

Of the Otter.

This Creature useth to lye near Rivers in his Lodging, which he Cunningly and Artificially builds with Boughs, Twigs and Sticks. A great Devourer of Fish. It is a very sagacious and exquisitely Smelling Creature, and much Cunning and Craft is required to hunt him. But to take him observe this in short. Being provided with *Otter-Spears*, to watch his Vents, and good *Otter-Hounds*, beat both sides of the Rivers Banks, and you'll soon find if there is any. If you find him, and perceive where he swims under Water, get to stand before him when he *Vents* (*i. e.* takes breath) and endeavour to strike him with the Spear: If you miss him, follow him with your *Hound*, and if they are good for *Otter*, they will certainly beat every Tree root, *Bulrush Bed*, or *Osier Bed*, so that he cannot escape you.

Of the Wild-Goat.

The *Wild-Goat* is as big and as fleshy as a *Hart*, but not so long legg'd. The best time for hunting them is at *All-hallontide*; and having observed the Advantages of the Coasts, Rocks and Places,

Places, where the *Goats* lie, set Nets and Toils towards the Rivers and Bottoms; for 'tis not to be imagin'd the Dogs can follow them down every place of the Mountains. Stand some on the tops of the Rocks, and as occasion offers throw down Stones; and place your Relays at the small Brooks or Waters, where the *Goat* comes down; but let them not tarry till the *Hounds* come in, that were cast off.

Thus much for Hunting.

Of RIDING.

HERE we must first examine the Ends and Design of our proposing this Art to our selves, and accordingly lay down as briefly as may be the necessary Rules and Lessons are to be observed and learnt; and I take these to be the usual Perfections we aim at, *To ride well the great Horse, for the Wars or Service, and the Horse for Pleasure*; of both which as concisely as I can in their Order.

We must begin with *Taming a Young Colt*. After you have kept him at home some time, and made him so Familiar with you, as to suffer *Combing*, *Currying*, *Handling* and *Stroaking* any part, 'tis high time then to offer him the Saddle. which you must lay in the *Manger* first, that by its smell he may not be afraid of it, or the *Styrrups* Noise. Then gently Saddling him (after his dressing) take a sweet *Watering Trench*, anointed with Honey and Salt, and place it in his Mouth so, that it may hang directly over his *Tush*;

Rush; then lead him abroad in your hand, and Water him; and after he has stood an Hour rein'd take of his Bridle and Saddle, and let him feed till Evening; then do as in the Morning; Dress and Cloath him, having *Cherishs*, by the Voice delivered smoothly and gently; or by the Hand by gently stroaking and clapping him on the Neck, or Buttock; or lastly by the *Rod*, by rubbing it on his Withers or Main.

On the next Day as before; and after that, put him on a strong *Musrole*, or sharp *Cavezan*, and *Martingale*, which is the best guide to a Horse for setting his Head in due place, forming the Rein, and appearing Graceful and Comely; Corrects the yerking out his Head or Nose, and prevents his running away with his Rider. Observe therefore to place it right, that it be not buckled straight, but loose, and so low, that it rest on the tender Grizle of his Nose, to make him the more sensible of his fault and Correction; and so as you see you win his Head, bring him straighter by degrees; let him but gently feel it, till his Head be brought to its true perfection.

Having observed this well, lead him forth into some soft or new Plowed Land, trot him about in your hand a good while: Then offer to Mount; if he refuse to suffer you, trot him again, then putting your Foot again into the *Styrrup*, mount half way; if he takes it impatient correct him, and about again; if not, cherish him, and place your self a moment in the Saddle, dismount, cherish, and feed him with *Grass* or *Bread*: All things being well, remount, even in the Saddle, keeping your Rod from his Eye; then let one lead him by the *Chaff-Halter*, and ever and anon make him stand, and cherish him, till he will of

his

his own accord go forward; then come home, alight gently, *dreſs and feed him well.* This Courſe in few Days will bring him to Trot, by following ſome other Horſe-men, ſtop him now and then gently, and forward; not forgetting ſeaſonable *Cheriſhings* and *Corrections*, by Voice, *Bridle*, *Rod*, *Spur*.

Being thus brought to ſome certainty of *Rein*, and *Trotting* forth-right, then to the treading *forth of the large Rings*. And here firſt examine your Horſes Nature before you chooſe your Ground, for if his Nature be dull and ſloathful, yet ſtrong, then *New-Plow'd-fields* is beſt, if *Active*, *Quick* and *Fiery*, then *Sandy-ground* is to be prefer'd, in the moſt proper of which mark out a larg Ring of 100 Paces Circumference. Walk about it on the right ſeven or eight times, then by a little ſtraightning your right Rein, and laying your left Leg Calf to his ſide, make a half Circle within the Ring upon your right down to its Center; then by ſtraightning a little your left Rein, and laying your right Leg Calf to his ſide, make a half Circle to your left Hand, from the Center to the outmoſt Verge, and theſe you ſee contrary turned make a Roman S. Now to your firſt large Compaſs, walk him about on your left Hand, as oft as before on the Right, and change to your right within your Ring; then Trot him firſt on the Right hand, then on the Left, as long as you judge fit, and as often Mornings and Evenings as the Nature of your Horſe ſhall require. In the ſame manner you may make him to Gallop the ſame Rings, though you muſt not enter it all at once, but by degrees, firſt a Quarter, then a Half-quarter; and the Lightneſs and Cheerfulneſs of your Body, not the Spur, muſt induce him to it.

The

The next Leſſon is to *Stop Fair, Comely* and thout Danger. Firſt ſee that the Ground be d and firm, then having Cheriſht your Horſe ng him to a ſwift Trot, about Fifty Paces, then ſtraightly and ſuddainly draw in your idle Hand; then eaſe a little your Hand to make n give backward, and in ſo doing, give him li- ty and cheriſh him; then draw in your Bridle nd, make him retire and go back; if he ſtrike, your Hand; if he refuſe, let ſome by-ſtander him back, that he may learn your Intention, thus he may learn theſe two Leſſons at once. *To advance before*, when he ſtoppeth, is thus ght: When you ſtop your Horſe, without ing your Hand, lay cloſe and hard to his ſides h Calves of your Legs, and ſhaking your Rod , *Up, Up*; which he will underſtand by fre- ent Repetition and Practice: This is a Grace- and Comely Motion, makes a Horſe Agile, Nimble, and ready to turn; and therefore be reful in it, that he take up his Legs even to- ther, and bending too his Body, not too high, fear of his coming over; not ſprawling or wing, or for his own pleaſure; in theſe Faults rrect him with Spur and Rod.

To *Yerk out behind* is the next Leſſon; thus rnt, preſently upon your making him ſtop ve him a good briſk jerk near his Flank, which ill make him ſoon underſtand you. When he oes it cheriſh him, and ſee he does it comely, r to yerk out his hinder Legs, till his fore Legs e above Ground is not graceful; or one Leg erk'd farther out than the other; or one Leg ut while the other is on the Ground; in this aſe a ſingle Spur on the faulty ſide is beſt. But o help him in Yerking, ſtaying his Mouth on the Bridle,

Bridle, ſtriking your Rod under his Belly, or touching him on the Rump with it.

To *Turn readily on both Hands*, thus: Bring his large Reins narrower, and therein gently walk him, till acquainted. Then carry your Bridle-hand ſteady and and ſtreight, the outmoſt rather ſtreighter than the inmoſt Rein, to look from rather than to the Ring; trot him thus about on one ſide and the other ſucceſſively, as aforeſaid. After ſome time ſtop, and make him advance twice or more, and retire in an even Line; then ſtop and cheriſh him. To it again after the ſame manner, making him lap his outmoſt Leg above a foot over his Inner. And thus the *Terra à Terra*, *Incaualere & Chambletta* are all taught together. Perfect your Horſe in the large Ring, and the ſtreight Ring is eaſily learnt.

Your Horſe being thus far brought to perfection with the *Muſrole* and *Trench*, now let a gentle *Cavezan* take their place; with a ſmooth Cannon-Bit in his Mouth, and a plain watering Chain, Cheek large, and the Kirb-thick, round and big, looſely hanging on his nether Lip; and thus mount him, and perfect your Horſe with the *Bit* in all the aforeſaid Leſſons, as you did with the *Snaffle*; which indeed is the eaſier to be done of the two.

To Teach your Horſe *To go aſide*, as a neceſſary Motion for ſhunning a blow from an Enemy, is thus: Draw up your Bridle-hand ſomewhat ſtreight, and if you would have him go on the Right, lay your left Rein cloſe to his Neck, and your left Calf likewiſe cloſe to his ſide (as in the *Incavalere* before) making him lap his left Leg over his right; then turning your Rod backward jerking him on the left hinder Thigh gently, make him

im to bring to the right ſide his hinder Parts, nd ſtand as at firſt in an even direct Line: Then ake him remove his fore Parts more, that he ay ſtand as it were Croſs over the even Line, nd then bring his hinder Parts after, and ſtand in n even Line again. And thus you muſt do, you would have him go on the left Hand ſing your Corrections and Cheriſhings on the ght. Uſe it, and you may be ſure of Perfecti-n.

For the *Correere*, only take this: Let it not xtend in length above ſix ſcore Yards, give your orſe warning before you ſtart him by the Bridle and, and running full ſpeed, ſtop him ſuddainly, rm and cloſe on his Buttock.

For the *Horſe of Pleaſure*, theſe following Leſ-ns are to be learnt. As firſt to *Bound aloft*, to which; trot him ſome ſixteen Yards, then ſtop, nd make him twice advance; then ſtreighten our Bridle-hand; then clap briskly both your ours even together to him, and he will riſe, tho' may at firſt amaze him; if he does it cheriſh m, and repeat it often every Day, till perfect.

Next to *Corvet* and *Capriole* are Motions of e ſame nature, and in ſhort are thus taught. ollow the Ground between two joyning Walls Horſe length, by the ſide of which put a rong ſmooth Poſt of the ſame length from e Wall, and faſten at the Wall an Iron Ring ver againſt the Poſt: Thus done, ride into the ollow place, and faſten one of the *Cavezan* eins to the Poſt, and the other to the Ring; en cheriſh him, and by the help of the Calves your Legs, make him advance two or three mes; then pauſe and Cheriſh him; make him dvance again a dozen times more, and then reſt;

double

double your Advancings, and repeat them till it becomes habitual to him, to keep his Ground certain, advance of an *equal height* before and behind, and observe a due *Time* with the motions of your Legs. The Inequality of his advancing his hinder Legs, is helpt by a Jerk on the Fillets by some body behind him with a Rod.

Of RACING.

A Racer must have the *Fineſt*, *Cleaneſt* Shape poſſible, and above all, *Nimble*, *Quick* and *Fiery*, *apt to Fly with the leaſt Motion*; not is a long Bodied contemptible, it aſſuring Speed tho' it ſignifies *Weakneſs* too. The *Arabian*, *Barbary*, or his Baſtard, are eſteemed the best for this Uſe, theſe excelling *Jennets*, tho' they are good too.

Having furniſhed your ſelf with a Horſe thus qualified, you are to obſerve his right and due *Ordering*, before your deſigned *Racing*. *Bartholomew-tide* is the moſt proper time to *take him from Graſs*; the Day before being dry, fair, and pleaſant: That Night let him ſtand convenient to empty his Body; the next Day *Stable* him and feed him with *Wheat-ſtraw* that Day, and no longer; leſt you exceeding that time, it ſtraighten his *Guts*, heat his *Liver*, and hurt his Blood for want of *Straw*, Riding him Morning and Evening to Water, Airing or other moderate Exerciſes will ſerve. Then feed him with good old ſweet *Hay*, and according to the Seaſon, and Temperature of his Body cloth him; for a *ſmooth*

Coat

Coat ſhews *Cloth* enough, and a *rough Coat* want of it. Obſerve likewiſe where you *Water*, your *Race-Horſe*, that it be a running *Water*, or clear *Spring*, far diſtant (a Mile or more) from the *Stable*, adjoining to ſome *Level*; where after he has once well drank Gallop him, and ſo Water and Scope him till that he refuſe to drink more for that time; then Walk him gently home (being an Hour on your way or more) cloth, and top him round with ſoft *Whiſps*, and let him ſtand an Hour upon his *Bridle*, and after feed him with ſweet ſound *Oats*, throughly dry'd either with *Age*, *Kiln* or *Sun*; if he be low of fleſh or bad Stomacht, add a third part of clean Old *Beans*, or two parts of *Oats*, or Waſh his *Oats* in ſtrong *Beer* or *Ale*.

For *Dreſſing* take theſe Rules. *Dreſs* your Horſe twice a Day before you Water him, both Morning and Evening, thus; *Curry* him after he is uncloath'd from his *Ear-tips* to his *Tail*, and his whole Body intirely (ſave his Legs under the Knees and Cambrels) with an *Iron-Comb*; then duſt him, and rub him with a Bruſh of *Briſtles* over again; duſt him again, and wetting your Hand in clean Water, rub off all the looſe Hairs, and ſo rub him dry as at firſt; then with a fine *Hair Cloth* rub him all over; and laſtly, with a fine Linnen Cloth, and then pick his Eyes, Noſtrils, Sheath, Cods, Tuel and Feet clean.

The beſt Food for your *Racer*, is good ſweet, well dry'd, ſunned and beaten *Oats*: Or elſe Bread made of one part Beans, and two parts *Wheat* (*i. e.*) two Buſhels of *Wheat* to one of *Beans*, ground together: Boult through a fine Range half a Buſhel of fine *Meal*, and bake that into two or three Loaves by it ſelf, and with water

and

and good ſtore of *Barm*, knead up, and bake the reſt in great Loaves having ſifted it through a *Meal-ſieve*: (But to your finer, you would do well to put the whites of Twenty or thirty *Eggs*, and with the *Barm* a little *Ale*, 'tis no matter how little water: (with the Courſer feed him on his Reſting days, on his Labouring days with the finer.

The beſt time for feeding your *Runner* on his Reſting days is, after his Watering in the Morning, at One a Clock at Noon, after his watering in the Evening, and at 9 or 10 a Clock at Nights: On his Dayes Labour, two Hours after he is throughly Cold outwardly and inwardly, as before.

As for the Proportion of Meat, I ſhall not confine your Love to a Quantity, only give him a little at once, as long as his Appetit is Good. When he begins to fumble and play with his Meat, hold your hand, ſhut up your Sack,

As for his *Exerciſe* it ought to be thrice a Week, as his bodily Condition requires; if he be foul, moderate Exerciſe will break his Greaſe; if clean, then as you judge beſt, taking heed of breaking his Mettle, or diſcouraging him, or laming his Limbs. Before you Air him, to add to his Wind, it is requiſite to give him a raw Egg, broke in his Mouth: If your Horſe be very Fat, air him before Sun riſing and after Sun ſet; if lean, deprive him not of the leaſt ſtrength and comfort of the Sun you can deviſe. To make him Sweat ſometimes by Courſing him in his Cloaths is neceſſary, if moderate; but without his Cloaths, let it be ſharp and ſwift. See that he be empty before you Courſe him; and it is wholeſome to waſh his Tongue and Noſtrils with *Vinegar*, or *Piſs* in his Mouth, before you back him. And after his Exerciſe, cool him before you come home, Houſe

Litter

ter and rub him well and dry; then cloath him, l give him after every Courſe a Scouring, thus pared.

For ſcouring a Race-Horſe.

Take 20 *Raiſins* of the *Sun* ſtoned, 10 *Figs* ſlit the midſt, boil them till they be thick in a ttle of fair Water, mix it with Powder of *An-ſeeds*, *Lycoras* and *Sugar-candy*, till it come a ſtiff Paſte, make them into round Balls, roul m in Butter, and give him three or four of m the next Morning after his Courſe, and ride n an Hour after, and then ſet him up warm. this may be preferred, being both a Purge and eſtorative, a Cleanſer and a Comforter, thus pared.

Take three Ounces of *Annis ſeeds*, ſix Drams of mmin-ſeeds, one Dram and half of *Carthamus*, Ounce and two Drams of *Fennugreek-ſeed*, Ounce and half of *Brimſtone*; beat all theſe a fine Powder, and ſearſe them; then take a t and two Ounces of *Sallet Oyl*, a Pint and f of *Honey*, and a Pottle of *White-wine*; then h a ſufficient Quantity of fine white Meal, ead and work all well into a ſtiff Paſte; keep n a clean Cloath for uſe. When occaſion re-ires, diſſolve a Ball of it in a Pail of Water, l after Exerciſe give it him to drink in the dark, t he may not ſee the Colour, and refuſe it: he does refuſe let faſting force him to be of other Mind.

To conclude theſe Inſtructions, I will give u 'em in ſhort before you run, and then away faſt as you can.

Courſe not your Horſe hard 4 or 5 Days before Match, leſt you make his Limbs ſore, and abate Speed.

Muzzle him not (except a foul Feeder) abo two or three Nights before the Race, and Night before his bloody Courſes.

Give him ſharp as well as gentle Courſes the Race he is to run.

Shoe him a Day before you run him.

Let him be empty on the Match Day.

Saddle him in the Stable, and fix to him Girths and Pannel with Shoe-makers Wax.

Lead him with all gentleneſs to his Courſe, let him ſmell other Horſes Dung to provoke him ſtale, &c.

And laſtly, being come to the ſtarting pla rub him well, uncloath him; and then take Back, and the Word given, with all Gentle and Quietneſs poſſible, ſtart and away; *and ſpeed you well.*

School *of* Recreation. *How make Artificial Fire-wor of all ſorts for Pleaſure*, &c.

OF Artificial Fire-works for Recreation, th are three general ſorts, *viz.* Thoſe t aſcend or mount in the Air. Thoſe that conſume the Earth: And ſuch as burn on the Water. And th are again divided into three Particulars, *viz.* F the Air the Sky-rocket, the flying Sauciſſon, a Balloon: For the Earth the Ground rocket, t fiery Lances, and the Sauciſſons deſcendent. F the Water Globes or Balls, double Rockets a

ſing

ingle Rockets; and of these in their particular Orders, to make them, and such other Matters, s may occur relating to Fire-works.

But before I enter particularly on them, it will ot be amiss to give the unlearned Instructions for aking his Moulds for Rockers, &c.

This Mould must be of a substantial piece of Wood well season'd, and not subject to split or arp; and first the Caliber or Bore of it, being n Inch in Diameter; the Mould must be six nches long, and breech an Inch and half; the Broach that enters into the Choaking part, three nches and a half long, and in Thickness a quarter f an Inch. The Rowler on which you wrap the aper or Paste-board being three quarters of an nch Diameter, and the Rammer somewhat less, hat it may easily pass and re-pass, made hollow o receive the Broach; for the Cartoush Coffin nust be filled with the Materials, the Broach eing in.

If the Bore be two Inches Diameter, the Rocet must be twelve Inches in length; If an Inch nd a half in Bore, then nine Inches long, and o proportionably to any other Diameter. The Carousn or Case must be either strong Paper or fine aste-board, choaked within an Inch and quarer of the top, rowled on the Rowler with a thin aste, to keep the Doublings the higher together, hat it may have the greater force and higher light. Having thus far considered your Mould nd Cartoush or Case, I proceed to the Composiion and filling part, &c.

A Sky-Rocket, *how to make it*, &c.

In the Composition of your filling Materials e very cautious that you exceed not the just

Proportion, for which I ſhall give Directions t
be a Standard in this caſe, *viz.* Having beat
Pound of Powder very fine, and ſifted it throug
a Lawn Sieve, that no whole Corns remain in it
do the like by two Ounces of Charcole; then fi
them together, ſo that they may mix well, whic
done, fill a ſmall Rocket with this Mixture, an
if it break in mounting, before it come to th
ſuppoſed height, or burns out too fierce, then
there too much Powder, and more fine ſifted Cha
cole muſt be added; but if there be too muc
Charcole in the Compoſition, then upon trial
will not aſcend, or very little.

Obſerve in charging your Rocket, at eve
quarter of an Ounce of Ingredients, or thereabou
you ram it down very hard, forcing your Ram
mer with a wooden Mallet, or ſome weigh
piece of Wood, but no Iron or Stone, for fear a
Sparkles of Fire fly out and take your Combuſti
ble Matter; ſo fill it by degrees. If you deſig
neither to place Stars, Quills, or ſmall Rocke
on its Head, you may put in about an Inch and
half of dry Powder for the Bounce, but if you a
to place the fore mention'd things on the He
of a great Rocket, you muſt cloſe down the P
per or Paſte board very hard, and prick two
three holes with a Bodkin, that it may give fi
to them when it expires, placing a large Carto
or Paſte-board on the Head of the Rocket, in
which you muſt put the Stars or ſmall Rocket
Paper-Serpents or Quill Serpents; of which
ſhall ſpeak more hereafter.

Note further, That if you would have yo
Rocket ſparkle much, you muſt put ſome groſ
bruiſed Salt peter into the Compoſition; b
then it muſt not lie long before it be let off. f
fe

r it give and damp the Powder. If you would ve it leave a blew Streme as it aſcends, put e beaten and ſifted Sulphur into it, but of nei- r of theſe more than a third part of Charcole; d in this manner greater and leſſer Rockets are de, but the leſſer muſt have more Powder d leſs Charcole than the greater, by a fifth part ſix.

Golden Rain, and Golden Hair.

For Golden Rain, or ſtremes of Fire, that will en at height, deſcend in the Air like Rain: ke large Gooſe Quills, take only the hollow ill as long as may be, fill it with beaten Pow- r and Charcole; as for the Air Rocket only add ttle Powder of Sulphur. Being hard filled to uarter of an Inch, ſtop that with wet Powder, lled Wild fire; place as many as you think con- nient on the Head of a great Rocket, paſted on a Rowl of Paper, ſo that it may not fall off till e Rocket burſts; there being a little dry Pow- r in it to force the end when the ſtreme of Fire aſes, at which time they taking, will appear like hower of Fire of a golden Colour, ſpreading mſelves in the Air, and then tending directly wnwards. This is to be conſidered when you nd directly, or ſomething near under them; t if you are at ſome diſtance, then they will pear to you like the Blazing Tail of a Comet or lden Hair.

Silver Stars how to make them.

To make Stars that will expand in Flame, and pear like natural Stars in the Firmament for a ne: Take half a Pound of Salt-peter, the like antity of Brimſtone, finely beaten together,

ſifted and mingled with a quarter of a Pound of Gunpowder ſo ordered: Then wrap up the Compoſition in Linnen Rags or fine Paper, to the quantity of a Walnut, bind them with ſmall Thread, and prick holes in the Rag or Paper with a Bodkin; and place ſix or ten of them on the Head of a great Rocket, as you did the Quills, and when the Rocket expires, they take fire and ſpread into a Flame, hovering in the Air like Stars, and deſcend leiſurely till the Matter is ſpent that gives them light.

Red fiery coloured Stars, how to make them.

Take in this Caſe half a pound of Powder, and double the quantity of Salt-peter, as much fine flower of Brimſtone as Powder, wet them with fair Water and Oyl of Petrolum, till they will ſtick together like Pellets; then make them up ſomewhat leſs than the former, and rowl them in ſifted dry Powder, then let them harden, by drying in the Sun or Air, and place them on a great Rocket, as you did the other Stars, and you will perceive them when the Rocket is at the height, fall like Bodies or Globes of Fire, in the manner as if real Stars were ſhooting or falling from the Sky, for by reaſon of their wetneſs or denſity they cannot expand into Flame, which occaſions them by the preſſure of their weight to deſcend with greater Impetuoſity till they waſte and vaniſh into Air, *&c.*

Another ſort of Stars that give great Reports in the Air, as if Armies were fighting.

Here you muſt obſerve to place ſix, ſeven, or eight ſmall Rockets on the Head of a great one, filled only with dry Powder, but indifferently ram-

nmed, and on the ends of them holes being
ck'd through, place any of the ſorts of Stars,
a mixture, as your fancy leads you; and when
ſmall Rockets go off like Thunder in the
, the Stars will take fire, ſo that the Noiſe
l ſeem to the Spectators as if it proceeded from
m, becauſe they will be ſeen on fire before the
nd of the Reports can be heard.

make Paſte-board Mortars for Balloons.

Theſe ſtately Proſpects of Fire are to be carried
o the Air by the force of Powder, by the help
Mortars; and therefore the making of the
rtars are in the firſt place to be conſidered.
Take a rowler of Wood, about 12 Inches
meter, and three Foot and a half in Length,
t ſtrong Paſte-board, and rowl upon it as cloſe
may be, glewing the Paſte-board between each
owling; then being about five Inches thick,
d over it ſtrong pitch'd Rope, though indiffe-
t ſmall: Then choak the Breech of it, which
uſt be beyond the length of the Rowler, with
ſtrong Cord; pitch or glue it over, that the
owder may not force its vent that way, and ſo
en the Mortar is well dry'd, draw out the
owler, and make it as even as can be; bore a
touch-hole two Inches from the Breech, that it
y enter into the hollow of the Mortar, and ſet
by for uſe.

make Balloons, the rarity of Fire-works.

Take ſtrong Paper or Paſte-board, rowl it on
12 Inch Rowler, near as thick as 'tis long,
en with a ſtrong ſmall Cord choke it at one
d only, leaving a Port-fire, which is a place
put in a Quill of Wild-fire, that will laſt till

being ſhot out of the Mortar it comes to its heigh
then next to that put on an Ounce and a half
looſe Powder, and place in it as many ſm
Rockets and Stars as it will hold; ſo choak
the other end quite. You may alſo put into
little quills of Wild fire, then being cloſed u
only a Port-fire remaining, which made of
Quill of Wild-fire, as is ſaid, or Stopple, to m
which in the cloſe of this Head I ſhall inſtruct yo
Charge the Mortar, being ſet ſloaping upwar
with half a Pound of Corn Powder, and it w
by giving fire at the priming holes, ſend the Ba
loon up into the Air a prodigious height, a
when it comes to the dry Powder, that will bre
the Ballcon; and then the Stars and Rockets in
taking fire, will ſcatter abroad in various curio
Figures delightful to the Spectators; and as th
are Cunningly placed, they will repreſent Crown
Cyphers, Characters, Dates of the Year, *&c.*

The Airy or flying Sauciſſon, how to make i

This curious Fire work muſt be made in t
Compoſition Matter for filling moſtly of cor
ed Powder, putting before it when you fill t
Cartouſh or Caſe as much fine ſifted Powd
and Charcole as compoſed for the Rocket, w
carry it to its height; leave a hole for the Por
fire in the choaking as big as a Gooſe-Quill w
enter, filling it with Duſt-powder and Charco
and ſo cloſe up the open end, by turning in t
Paper or Paſte board corner-wiſe, either glewi
or waxing it down.

Paſte-board Guns to caſt the Sauciſſons in
the Air, how to make them.

To make theſe kind of Guns, Take
Ro

Rowler, some what less than for the Balloon, Rowl on it your Paste-board, and cord it over with strong Packthread, making their Touch-holes at the bottom, because they must be placed upright on a Plank or Board in a Row fixed into the Plank or Board in holes cut proportionable to them, and lashed fast to Staples above and beneath with strong Cords, and being charged with a quarter of a pound of Powder, fire by Match or otherwise, given to the Touch hole underneath the Plank, when the Saucisson is lightly put in with the Neck or Port fire downward, so that it may touch the Powder; and this will serve for use a considerable time.

Saucissons for the Earth or Water, how to make them.

Make your Cartouches or Cases about 9 Inches long, and an Inch in the Diameter of the Caliber, by rowling Paper or thin Paste board on a wooden Rowler; choak the ends only, leaving at one end a passage to thrust in a Goose-Quill filled with Dust-powder and Charcole well mixed, and a Port-fire, Glue them over, or use small Cord glued or pitched to strengthen the Case that it burst not unseasonably by the force of the Composition, with which you must fill them when you have choaked; only at the Port-fire end, the Composition being about 2 Inches, the same as the former, the rest corned Powder, having primed and fixed them on a Plank in a row about a foot distance, lay a train of Stouple; and they will fire gradually, flying about on the Earth, or the Water, according as you place them, giving reports like a Volley of Muskets.

This Stouple is useful for Trains, and Port-fire

is no more than Cotton-wool well dreſſed in Wa-
ter and Gun-powder dry'd in the Sun, or in a
clean Swept warm Oven, that it may come ſome-
what near Tinder, but more ſwift and fiercer in
fire when it has taken.

Fire-Boxes, to make them.

Take a great Cartouſh or Caſe made, as for
the Balloon, croud it full of ſmall Rockets or
Serpents, with the choaked part downward,
prime them with Stouple or Wild-fire; fix it
firm on a Pole, make a priming Hole in the
ſide towards the lower end, and run in a Quill
of fine beaten Powder, and they will fly out
(the upper end being left open) one by one
as ſwift as may; or if you ſcatter looſe Powder
they will fly out ſeveral together with a prodigi-
ous Noiſe, and breaking, imitating a deal of
Thunder.

Fiery Lances, how to make them.

Theſe are uſually for running on the Water,
making there a very pleaſant Paſs-time; their Car-
touſh or Caſes are made like the ſmalll Rockets
with thin Paſte-board glued and rowled up on a
wooden Rowler about 9 Inches long: If you
would have it carry a long fiery Tail on the Wa-
ter, the Compoſition muſt be 2 Ounces of Char-
cole, half a pound of Brimſtone, half a pound of
Powder, and half a pound of Salt-peter, or pro-
portionable for ſo many as you make, bruiſed
finely and ſifted; but if you would have it burn
bright like a Torch, put only four Ounces of
Powder to the fore-named quantity of Brimſtone
and Salt-peter, without any Charcole-duſt, tying
to each Line a Rod in the ſame nature as to the

Sky

Sky-Rocket; but not of that largeneſs; and they will float about a long time, making a ſtrange ſhew in a dark Night, their ends being ſo placed on a frame when you give fire, that they may leap out of themſelves one, two or three, at a time, or as you deſign them, by putting more or leſs Stouple for Port-fires; ſcatter a very ſmall quantity of looſe Powder underneath.

To make the appearance of Trees and Fountains of Fire.

This is done by placing many little Rockets on the Head of a great one, by paſſing their ſlender Rods through its largeſt Cartouſh; and if they take fire whilſt the Rocket is vigorouſly Aſcending, they will ſpring up like Branches or fiery Trees; but if they go off juſt as the Rocket is ſpent, and Deſcending, they will appear like a Fountain of Fire.

Girondels or fire Wheels, how to make them.

Take a Wheel of light Wood, like the circle of a Spinning-wheel, on which the Band is placed; tie ſmall Rockets round it in the nature of a Band, ſo faſt that they cannot fly off; and ſo Head to Tail, that the firſt fir'd when it burſts may give fire to the next, whoſe force will carry the Wheel (which muſt be placed on a ſtrong Pin in the Axeltree) round ſo faſt that although but one Rocket go off at a time, it will ſeem all on fire, and ſo continue whilſt all are gradully Spent; and this eſpecially at the Angles of great Fire-works are very Ornamental.

Ground-

Ground Rockets, and the beſt way of making Serpents.

The Mould of the Ground-Rocket may be made in all particulars like that for the Sky-Rocket, but leſs in Length and Circumference, ſix, ſeven or eight Inches being a warrantable Length; row on the Cartouſh or Caſe to a moderate thickneſs, choak it at one end, fill it, the Broach being as the Sky-rocket; with this Compoſition.

Put but an ounce of Charcole to a pound of Powder, and about half an ounce of Salt-peter, beat, mingle and ſift them finely; put in about a quarter of an ounce between every Raming till it is full within an Inch with corned Powder, Lightly Raming it, leaving only ſo much room as may choak it at that end, cutting then off what hangs over, and leaving it with a picked end; being thus finiſhed prime it with a little wet Powder, and lay it a drying till you diſpoſe of it for your paſs-time.

The Serpent is a kind of ſmall Rocket; to make them therefore well, make a Caſe of ſtrong white Paper, about ſix Inches and a half, the Rowler being about the thickneſs of a ſmall Arrow, it muſt have a Head and a Broach proportionable, being Rowled up hard paſt the Edge that turns over; choak it with a ſtrong Packthread, and fill it with a Compoſition of ſix ounces of Powder to one of Charcole, both beaten finely, ſifted and well mingled; put in a little and little at a time in, and every time you put any in, Ram it down hard till within an Inch full; then put in corned Powder, preſs it down gently, and with the end of your Rammer force down the end that ſtands a little above; ſo that it may cover the Powder, and then Seal it down with Wax; prime with

with Duſt-powder, and a little Flower of Brimſtone, and with your Match having a good Coal on it, give fire as you ſee occaſion.

Fiery Globes or Comets, how to make them.

Take half a pound of Powder, two Ounces of Brimſtone, an Ounce of Salt-peter, bruiſe theſe groſly, and wet them; Aqua-Vitæ and Oyl of Petrolum, that they may be moulded like a Paſte, that ſo they may be made up into Balls, as big as ordinary Waſh-balls; then dry them very hard, and wrap them up in Cerecloths made of Brimſtone, Roſin and Turpentine, in which make a little hole, and prime with Wild-fire: Put the Ball then into a Sling, and the Wild-fire being touched, throw it up as high as you can into the Air, and when the Body of the Ball fires, it will appear to the Beholders like a fiery Globe, with a Stream or Blaze like as if a Comet or Blazing Star were Aſcending or Deſcending, according to its height or Declination.

To try the goodneſs of Powder, that you may know its ſtrength.

Obſerve whether it be well dry'd and corned, which you have taken notice of, and approv'd, lay a few Corns ſcattered on a Sheet of white Paper, and fire them; when if they leave a black and ſooty mark behind them, with a noiſom ſmell, and ſinge the Paper, then is that Powder groſs and earthy, and will fail your expectation, if you uſe it in your Fire-works; but if in the ſprinkling and firing there appear few or no marks, or thoſe of a clear blewiſh Colour, than it is airy and light, well made, full of fire, and fit for Service; half

a Pound of it having more ſtrength than a Pound of the other.

And thus Reader, have I given you an Inſight into the making Fire-works, &c. Such as are very pleaſing, and now uſed on occaſions in all Chriſtian Countries, in making which, by a little practice you may ſoon be perfect.

St. George *and the* Dragon *fighting*, &c. *Alſo Mermaids, Whales*, &c.

Form your Figures of Paſte-board, ſtrengthen with Wicker, ſmall Sticks within paſted to the Board to keep it hollow, tight and bearing out, and place a hollow Trunk in the Body for a large Line to paſs through, and likewiſe for a ſmaller to draw them too and from each other that they may the better ſeem in Combats, which muſt be faſtened at the *Dragons* Breaſt, and let one end of the Cord be tied, which muſt pass through the Body of St. *George*, turning about a Pully at the other end, and faſtning it to his Back, and tie another at his Breaſt, which muſt paſs through the Body of the *Dragon*, or a Trunk at his Back; and ſo returning about a Pully at that end, it muſt be drawn ſtreight, and faſtened to the *Dragons* Tail; ſo that as you turn the Wheel, they will run furiouſly at each other, and as you pleaſe you may make them retreat and meet again, Soaping the Line to make them ſlip the eaſier. At the *Dragon's* Tail, in his Mouth and Eyes, you muſt fix Serpents or ſmall Rockets which being fired at their ſetting out, will cauſe a dreadful ſight in a dark Night.

Thus a Mermaid or a Whale may be made to float on the Water, but then the Figure muſt

e fixed on a convenient piece of Board, with wo fire Wheels fixed on an Axle, run through he poiſed part of the Body, by the force of which t moves in a ſwift Line in the Water; the Wheels muſt have little Rockets or Serpents tied round hem, as the Girondel before mentioned.

A Fire Drake on a Line.

Having made the Figure of Paſte-board to the roper form of a Dragon with Paſte board and Vicker, as has been taught before, make a hol- w Trunk through the Body of it for a great ine to paſs through, and faſten ſmall Lines to raw it too and from you, at the Breaſt and Tail f the Drake; put into the Eyes, Mouth and ail of it Rockets ſo fixed that they cannot fly ut, as you may put Wild-fire rowled up hard nd long in Paper: Then fire that in the Eyes and louth firſt, and draw it with Pullies from one nd of the Line to the other, then that in the ail, and draw it back and it will ſeem as retreat- ng from danger, with fire coming out of the elly of it.

A Burning Caſtle and Dragon on the Water.

Make the Dragon of Paſte-board and Wicker, s before, the bottom of the Caſtle of light Vood, and the work of Paſte-board with Paper, urrets and Battlements of a foot height, in the ortal of the Caſtle faſten a Line that it may ome level with the Water, and therefore ſome part f the Caſtle muſt be under Water; this Line muſt be faſtened to the other ſide of the Water, r in the Water, if it be broad, and admit not the ormer on a Pole or Stake knocked down, and

paſs

paſs in a hollow Trunk through the Belly of a Dragon, that being in the Caſtle, may upon firing the Rockets, placed advantageouſly in the Tail, Eyes and Mouth, come out of the Caſtle and move on the Line; to meet which, you may at the other end of the Line, in the ſame manner, prepare a Neptune in a Chariot, or riding on a Sea-horſe, with a burning Trident, or a Whale with a Rocket or Wild-fire in his Mouth; which if it lye low, by ſpouting out, will make the Water fly about, as if it ſpouted Fire and Water out of its Mouth; then by a Train-fire, ſome little Paſte-board Guns in the Caſtle, which if the Compoſition of the Train be made of Wild-fire, or Stouple, will go off by degrees, and coming to a Train of Brimſtone, Roſin and Powder, make the whole frame expire in a terrible blaze.

A Wheel of Fire-works to run backwards and forwards on the Ground.

Procure a pair of Wheels, being of light Wood, like that of a Spinning-Wheel, faſten them on a Axel-tree, and place Rockets round them, as bands are faſtened round a Wheel, and ſo primed at Tail and Head, that when one Expires the other may take fire, half of them placed with their Heads and Tails the contrary way to the firſt: So that when the firſt are ſpent, and the Wheels have run on plain Ground a great way, the other firing will turn them again, and bring them to the place where they firſt ſet out.

A Fire that will burn in the Water, or Water-ball.

Sow up a Caſe of Canvas like that of a Foot-ball, but leſſer, pitch or glue it over, then take

one

nePound of Powder, eight ounces of Roch alom our ounces of live Sulphur, two ounces of Camhire, Linſeed oyl, and that of Petrolum, each n Ounce and half, an Ounce of Oyl of pike, with two Ounces of Colophonium bruis'd nd well mixed together, and ſtuff the Ball ard with it, with a Stick pitch or glue it over gain, binding it with Marline on Pitch, on that ave two Vents or Port-fires, ſet it on fire, trundle on the Water, and it will burn under it.

The exacteſt Military Diſcipline for the Exerciſe of Foot *and* Horſe, *as in Uſe at this Day, at Home and Abroad, in all the Words of Command*, &c.

TO be well diſciplin'd and train'd up in Military Affairs, has been the ſtudy and pride all Warlike Nations, whereby they have acuired to themſelves Fame and Riches, by being ble to defend themſelves againſt Invaders, and ain Conqueſts Abroad; but above all other, for any hundred Years paſt, the *Engliſh* have excelin this, being much helped by their natural ourage. But ſince I only at this time intended write to the Learner, to train him up in his Exciſe, by which means his own Induſtry and xperience may lead him forth to greater matters. ſhall not enumerate the many brave Men, who from

from mean Conditions have rais'd themſelves by Arms, to the higheſt pitch of Honour and Preferment; but ſhew our Youth what they are to do and obſerve in their firſt Training, as to the Words of Command, to order their Arms in their various Poſtures with Dexterity. And firſt of Foot Exerciſe, I ſhall ſpeak of the *Pike*, becauſe it is the moſt Ancient, to Train which, many, who are now great Commanders, have taken it as an Honour.

The Exerciſe of the Pike, *by Word of Command, &c.*

1. Pikes take: Advance your Pikes.

To do this, as the firſt thing required, move in a direct Line with your Pike upward, with your Left-hand near your ſide, your Right-hand almoſt as high as you can reach, keeping your Left by a Depreſſion, as low as you can, your Fingers being ſtrait out; and ſo raiſe the Pike till the Butt-end come to your Hand, then place it between your Breaſt and Shoulder, keeping the Butt-end cloſe, that it may be the more ſteady and upright.

2. To the Front.

To do this, put your Left-hand on your Pike even with the Top of your Shoulder, keeping your Fingers ſtrait, and bring your Pike right before you with a ſwift Motion; drawing your Right-heel into your Left-inſtep, and ſo keep the Pike ſtrait.

3. Charge.

Here you muſt fall back with your Right-leg, placing the Heel of your Left-foot againſt the middle of your Right, and bring down your Pike with a quick Motion, ſupport it with your Left Elbow

bow, and charge Breast high; and upon yield-
your Body forward, bend your Left-knee to
your self further, holding the Butt-end of your
e in the Palm of your Right-hand, your Left-
e pointing in a Line with the Spear of the *Pike*,
r Feet set at a moderate distance: Then bring
down somewhat beneath your Breast, be cau-
us of clattering, and when it is charged, close
o your Breast.

4. **To the Right four times.**

Here turn your Left-toe to the Right, then
ke your Left-heel come up to your Right-in-
p with a suddain Motion, Recovering your *Pike*
it before you, and having turn'd, fall back
h your Right-leg, and Charge as before.

5. **To the Right about.**

Now by turning your Left-toe, bring it to
Right about, bringing up your Right-heel;
r *Pike* being recovered, Charge with much
ftness.

6. **As you were.**

To do this, by turning to the *Left about*,
ng up your Left-toe; so bringing your *Pike*
overed, observe that your Left hand be never
her than your Mouth, your Feet placed in or-
, and when turn'd, you must fall back with
r Right-leg and Charge, bringing your *Pike*
it up without clattering.

7. **To the Left four times.**

8. **To the Left-about.**

9. **As you were.**

10. **Advance your Pike.**

This must be done as has been shew'd in the
ght, only making your Observation of Eight
ft Motions, *&c.* And the better to do this
ng your Right-heel to your Left-instep; your

Pike

Pike being before you, fall out with your Right foot, and ſo bring your Pike to your Right thigh.

11. Shoulder your Pike.

Here extend your Fingers on the Left-hand, and lay it on the Pike level with your Shoulder, make your Right-heel come up even with your Left-inſtep, your Pike right before you, fall back with your Right-leg, and, as far as may be, put back your Right-arm, keeping your Pike about half a foot from your Side, your Eye fixed on the Spear directly to the Rear, your Pike ſloped. Then forſake it with your Left-hand, and bring in your Right-leg, laying your Pike on your Right-Shoulder, cloſing your Elbow to your Body, the Butt of your Pike being about half a Foot from the Ground, in the middle of the diſtance.

12. Charge to the Front.

In doing this, fall back with your Right-leg, keeping as much as may be your Arm back, and the Spear exactly to the Rear, ſloping the Pike to the ſame height as Shouldering; then bring with your Left hand the Butt-end backward, turning the Head with your Right; ſo quit it with that Hand, then taking hold on the Butt-end, Charge Breaſt high, keeping the Palm of your Hand open againſt the Butt-end, your Left Elbow under the Pike, and your Left-toe in Line with the Spear; and when you Charge it muſt be directly forward, your Left-heel being juſt againſt the middle of your Right.

13. Shoulder as you were.

Here raiſe your Pike with both Hands, ſo quit it with the Right, and with the Left turn the Head backwards, the Spear even with the Rear, ſo with your Right-hand ſeize it again as high as you

ou can reach with little ſtraining, and ſtand ith it from your Body aſlope; bring up your ight-leg, and then forſake your *Pike* with your eft-hand, and lay it on your Shoulder, evor eeping the Spear in a direct Point to the Rear, ot croſſing your Fellows.

14. **Charge to the Right.**

In this Caſe fall back with your Right-arm and g, the Spear being kept in the Rear ſloping at e height of Shouldering; then turn your Left- e to the Right, ſuffering the Right to fall be- nd the Left foot; ſo that the middle of your ght-foot may be over againſt your Left-heel, n bring up your *Pike* in this Action, and turn ckwards the Butt-end by your Right-ſide; then eſſing it in your Right-palm, Charge.

15 **Shoulder as you were.**

Make your Left-toe come to the Left, and the ddle of your Right foot come alſo againſt your ft-heel, with your *Pike* up; and then turn the ad to the Right, (that is) directly to the ar, doing it at one Motion: So take hold of ur *Pike* with your Right-hand, and keep it ſlo- d with both Hands a little diſtance from your dy; as in Shouldering, at what time bring up ur Right-leg, and lay your *Pike* on your Shoul- r.

16. **Charge to the Right about.**

In this Caſe give back with your Hand and g, then ſtand with your *Pike* a little diſtant m your Side, and turning your Left-toe to the ght about, bring the Butt end of your *Pike* to Right ſide, falling back with your Right-leg d Charge, keeping the Spear all the while to the ar a Shouldering height; and when you are to ce to the Right about, level your *Pike* and arge.

17. As

17. As you were.

In this, turn your Left toe to the Left abo advancing your Right-foot a moderate Step, the middle of it may ſtand againſt your Left-h then with your Left-hand bring the Butt-en your Left-ſide, taking notice the Spear be ex ly with the Rear a Shouldering height; then on your Right-hand as high as you can ea reach, and ſtand with it in Form; after wh bring up your Right-leg, and Shoulder.

18. Charge to the Left.

Here fall back with your Left-arm and Leg, the former Chargings: Turn the Left-toe and Butt end of your *Pike* with your Left-hand to Right, after which, bring up your Left-leg, Charge.

19. As you were.

Raiſe the Spear with both your Hand, t the Left-toe to the Right, and ſo fall back w your Left-leg and Arm, keeping your *Pike* f your Side, the Spear to the Rear; then bring your Left-leg, and Shoulder.

20. Charge to the Left about.

Here fall with your Arm and Leg back, bri ing the *Pike* over your Head with both y Hands, the Spear directly to the Rear at a Sho dering height: Turn your Left toe to the L about, then bring up your Right-toe, that middle may come with your Left-heel, Charge.

21. Port.

Obſerve here, as in Charging in the Fro being wary that you ſink not the Spear of y *Pike*, reſt it between the Thumbs and Fore-fin keeping your Elbow cloſe to your ſide.

22. C

22. Comport.

As far as may be bring your Left-hand back-ard, at the ſame time ſtretching out the Right, ake thereupon a ſtep forward with the Right-ot, graſping faſt the *Pike* as high as you can ach with the Right-hand, not toſſing the Spear o high; then forſake it with your Left-hand, d bring back your Right-leg even with your eft; then cloſe it to your ſide, keeping the ear the height of your Head.

23. Charge to the Front.

Here extend your Right-arm, advancing at the me time your Right-leg, drawing back your Left-nd as far as may be; and bringing your *Pike* for-ard, give a ſtep back with your Right-leg, and take ld of the Butt with your Right-hand, then Charge d in all Chargings obſerve it be done Breaſt high.

24. Fire.

Herein face to the Right about, ſuffering the ear of your *Pike* to fall behind you; after which it your Right-hand from the Butt-end, without y motion of the Left, and be cautious not to ike upon the Spear.

25. Charge as you were.

Here turn to the Left about, place the Butt-end the Palm of your Right-hand, and Charge, the ear being kept an even height.

26. Advance your Pikes.

In this Exerciſe bring your Right-heel to your ft-inſtep, your *Pike* directly before you to the ecovery; and ſo fall out with your Right-foot at it may come even with your Left, and ſo bring *Pike* to your Right-thigh.

27. Order your Pikes.

Raiſe your Left-hand, ſo that it may come even ith the upper part of your Shoulder, place it on your

your *Pike*, ſtretching out your Fingers: the ſinking your Left-hand, raiſe your Right; an then raiſe the *Pike*, that when the Butt end yo Right-hand may be againſt your Eye; keep t *Pike* near your Head by clapping the Butt end the Latchet of your Shoe; and here all t Butt-ends of as many as are exerciſed muſt fa to the Ground at one and the ſame time.

28. Pikes to your Inſide Order.

Place the Butt-end on the Inſide your Righ foot to the middle, not moving your Foot, b only your *Pike*.

29. Lay down your Pikes.

As many as exerciſe in this caſe, muſt ſtep t together with their Right-legs; ſtoop togeth with a very quick Motion, and lay their Pik down very ſtrait with their Right-hands.

30. Quit your Pikes.

Fall back with your Left-leg, bringing it ev with your Right: Then quit your *Pike* abſolute and raiſe up with a quick Motion.

31. Handle your Pikes.

Here you muſt ſtep forward in a quick Moti with your Left-leg, and then as many as exerc muſt ſtoop together, and extend their Right han as far as they can reach, and then graſp the Pi

32. Order your Pikes.

With your Right hand raiſe the *Pike*, and ſt back with your Left-leg, with a ſwift Moti clapping the Butt-end of the *Pike* to facilitate t raiſing of it on the Inſide of your Right foot bout the middle.

33. Pikes to your outſide Order.

In this Exerciſe place the Butt-end of yo *Pike* on the out ſide of your Foot, not mov your Foot but the *Pike*.

34. *Advance your Pike.*

This muſt be done, as the fore-going; and thus ch for the Exerciſe of the *Pike* in particular it ſelf, till I come to ſpeak of its Exerciſe con-ctly with the *Muſket*, in the general Exer-ng a Company or Battalion.

e words of Command in the Exerciſe of the Muſquet, *and how they are to be Obſer-ved and Performed.*

WHen you enter on this Exerciſe, be ſure to keep your Footing firm, your Feet moderate diſtance; that at all times, and on occaſions, you may return your full ſtrength. ſerve moreover to keep the Right-heel firm; ſet the right Foot ſteady, and then attend to Words of Command, which you are ſum-ned to do by this Expreſſion of the Comman-viz. *Muſketiers, have a Care of the Ex-ſe, and carry your Arms well.* After which, proper Words of Command follow in their er.

1. *Lay your Right-hand on your Muſket.*

Here the Lock being uppermoſt, turn the Bar-towards you, and extending your Fingers, lay r Right-hand directly behind the Lock; ſo e the Butt-end to your Shoulder, ſuffering *Muſket* to be in all parts of an equal height.

2. *Poiſe your Muſket.*

In doing this, you muſt hold it with a hard ſp, facing to the Right, and turning with a ck Motion on your Left-heel, your *Muſket* t directly before you the height of it, between r Shoulders; your right-elbow on your Side.

keeping your Feet at a moderate diſtance, th when you turn about, your Left toe may ſta to the Front, and your Right-toe as you Face the Left; let your Left-heel be againſt the midd of your Right foot; and by ſuch means you w be in a reſting poſture.

3. Reſt your muſket.

Here ſlide your Muſket down to your Le hand, bearing your Arm as low as poſſible wi out ſtooping, and ſo receive your *Muſket* whe the Scowerer enters into the Stock, touching wi your Hand no part of the Barrel, keeping it abo half a Foot from your ſide ſloaping, your Righ hand, with your Fingers extended, being behi the Lock.

4. Cock your muſket.

Place the Right-thumb and your Finger b hind the Trigger, ſo clap your *Muſket* again your Thigh and Cock; keeping it that it ſlip n your Thumb, now removed ſteady on the He of the Cock.

5. Guard your muſket.

Bring it with a very ſwift Motion ſtrait befo you, to recover your Left-hand even with yo Mouth, about half a Foot diſtance from it, n ſuffering your *Muſket* to ſink, nor ſtooping yo Body, obſerving in bringing up the *Muſket* be fore, which is a recovering, that the Right-heel b brought to the Left-Inſtep, your *Muſket* bein perpendicular.

6. Preſent.

Here fall back with your Right-leg, that t middle of the Right-foot may be againſt the Lef heel; cauſe the Butt-end to riſe to your Shoulder fixing it firm, and keep your Right Elbow eve with the height of the Piece, being in a readine wi

with the fourth Finger of your Right-hand to pull the Trigger, bowing the Left-knee, keeping the Right firm and ſteady, and ſo level your *Muſket* Breaſt high.

7. Fire.

Keep here an exact Motion in drawing the Trigger, every one drawing at once, ſo that the whole Fire of a Company or Battallion may be as one report: Keep your Body ſteady, and your *Muſket* hard againſt your Shoulder after you have fired, till the next Word of Command is given, viz.

8. Recover your Arms.

Here let the Butt end ſink in both your Hands, and bringing it ſtrait before you, keep your Right-hand under the Cock, and the Left even with your Mouth.

9. Half bend your muſket.

Fall back with your Right-leg, and let the *Muſket* at once reſt, placing the Right-thumb upon the Cock, and the Fingers of that Hand behind the Trigger; then cloſing it to your Thigh, half bend the Cock, and keep it reſted with your Fingers extended.

10. Clean the Pan.

Do this with the ball of your Thumb, preſſed to the Pan, keeping your Fingers of the Right-hand behind the Lock.

11. Handle your Primer.

Take the little end between your Finger and Thumb, turning the other end to the back of your Hand, your Arm bearing backwards.

12. Prime.

Level your Piece, and ſtrike your bruiſed Powder into the pan half full, or ſome what more, keeping your Left-toe to the Front.

13. *Shut your Pan.*

This do by using your two first Fingers, casti back your Primer and bringing up your ri heel to your Left-instep, your *Musket* strai before you, as in the recovery, with the Ba towards you; do it with a quick Motion w the Thumb of your right Hand on the top of Steel, levelling your Left with your Mouth.

14. *Blow of the loose Corns.*

Bring your Mouth within four Inches of the P give a strong Blast without declining your He casting out your Arm, and suffering the *Mu* to sink from its former Posture.

15. *Cast about and Charge.*

Advance your right Leg, turn the Barrel of y *Musket* downwards, bring it to your Left-si little backward, with your Left-hand, not too ing the Barrel with your Fingers; place the T of your right Foot to the Front, and the r Heel against the middle of the Left-foot, ball ing your *Musket* in the Left hand, the Muzzl the proper Front, in an equal height, half a f from you, joining your right Hand to the Muz your Thumb extended to the side of the Bar

16. *Handle your Charger.*

Gripe fast your Bandilier or Charger, hol even with the Muzzle of the *Musket* underne about an Inch distant.

17. *Open your Charger with your Teeth.*

In this Case, bring it up to your Mouth with declining your Head, then bring your Cha within an Inch of your Muzzle, about an I from it, covering your Chargers Mouth with ball of your Thumb.

18. *Charge with Powder.*

Put the Powder into the Barrel with a quick tion, and put the Charger underneath as be

19. *Draw forth your Scowerer.*

In this let fall your Charger, and upon turning ur Hand, draw forth your Scowerer at three tions, holding it level the height of your rehead, with an extended Arm, as if you deſign to dart it.

20. *Shorten it to an Inch.*

Turn the great end of your Scowerer towards , ſinking it till within an Inch of your Hand, it ſomewhat below your Right-breaſt, bearing ward a little.

21. *Charge with Bullet.*

Take the Bullet out of your Mouth with your ht hand, put it into the Barrel with a twiſt tion, holding the big end of your Scowerer near Muzzle of your Muſket.

22. *Ram down Powder and Ball.*

Graſp full with your Thumb and Fore-finger n the Muzzle, your Thumb on the top of the werer reſerving a handful in your Hand.

23. *Withdraw your Scowerer.*

Your Hand Thumb and Fore-finger turned to-ds the Muzzle, clear your Scowerer at three tions, and hold it up even with your Forehead, ending your Arm as if you were about to dart

24 *Shorten it to a Handful.*

Turn the Butt-end of your Scowerer towards ; ſink it till within an Inch of the End, letting eſt againſt your Body a little below your ht-breaſt, the Scowerer ſloping.

25. *Return your Scowerer.*

Put it up in its proper place, graſp the Muz- of your *Muſket* with your Right hand, extend your Thumb upon the Scowerer, keep it half ot diſtant from your Side.

26. Poiſe your muſket.

Here before you bring up your *Muſket* wi your Left-hand, graſp it under the Cock wi your right, falling with your Right-leg to yo Left; Keep it Poiſed againſt your Noſe, and wh faced to the Front, let your Right-elbow reſt u on your Body.

27. Shoulder your muſket.

In this do as has been taught in the like c ef ore.

28. Order your muſket.

Sink a little your Right-hand, and take ho on the Stock on the top of the Scowerer with yo Left-hand, then ſuffer that Hand to ſink, and ta hold on the Muzzle with the Right-hand, lettin the Butt-end eaſily ſink near the Ground; th let it after a little pauſe come down: As many Exerciſe grounding them together, then cloſe t the Right-foot, and place the Butt-end about t middle of it, your Right-hand an Inch below t Muzzle, the Lock being outward.

29. Lay down your muſket.

Turning it with the back upwards, ſtep fo wards with your Left leg, ſo with your Righ hand place it on the Ground, that it may lye wi the reſt in a ſtreight Line; this ſome call groun ing a *Muſket*.

30. Reſt your muſket.

Here ſtand upright with a quick Motion, riſi with a falling back of your Left-leg to your righ

31. Handle your muſket.

With your Left-leg ſtep forward, and lay yo Right-hand on the Muzzle.

32. Order your muſket.

Raiſe the Muzzle, and fall back with your Le leg to your Right, turning the Lock outwards b the middle of your Foot.

An

And thus much for the Exercise of the *Musket* it self, which may be much advantageous to ing Trainers, who have occasion to be called sent out upon Duty in the City or Country Country Militia of the *Trained Bands*, or any other who is desirous to be knowing in, entring upon Military Affairs, from whence all proceed to the brief Exercise of the *Pike* *Musket*, jointly, as they are Exercised in mpanies, Battalions, *&c.*

The Exercise of Pike *and* Musket *jointly.*

We now supposing the *Muskets* shouldred, and *Pikes* advanced; the Word next is,

1. *Musketers make ready.*

Hereupon you must perform all the Postures Motions together, till you stand Cock'd and rded with your *Musket* before you; and for better security your Thumb on the Cock; ereupon the *Pikes* are to be recovered before *Pike-men*: The Butt-ends in the Palms of ir Hands, and the Spear upright on their Left-ds to the height of their Mouths, when the mmander gives the Word.

Charge.

Then the *Muskets* and *Pikes* must be brought once, by turning the Left-toe that way the arge is made, and the Left heel against the ddle of the Right-foot in every Charge, charg- directly forward; not at the first Charging, sing the *Pikes* to your *Breasts*; but in bring- down the *Pike*, charge a little way distant, d when they are brought down, then close em.

The *Charge* is, *To the Right* four times; th to the *Right about*, and ſo, *As you were.*

Then to the *Left Charge* four times; th to the *Left about*, and ſo, *As you were.*

Furthermore the *Pike-men* muſt turn as t *Muketiers*, bearing up their Right-heels to th Left Inſteps. their Arms being extended a: th turn; ſo that they bring their *Muskets* ſtraight b fore them, carrying their Left-hands as high as th Mouths, bearing back their Arms; and wh they Face, fall back with their Right-legs, n bringing down their Arms till the word *Charge* given; and then it muſt be done with a dece quick Motion, not ſuffering the *Pikes* to clatter.

After this, the Words of Command are, *viz.*

Recover your Arms.
Half bend your Muskets.
Poiſe your Muskets.
Shoulder your Muskets.

} This Exerciſe to be obſerved, is before laid do in the Exerciſe the *Musket*. The *Musketiers* upon this, bei at Shoulder; and the *Pikes* that ſtood recover falling out with their Right-legs, whereup the *Pikes* are brought to their Thighs in th Advance. Then the next is,

Poiſe your Muskets.

Upon this, the *Pike-men* with their Left-han muſt graſp their *Pikes* over againſt their Sho ders, after which the Words are,

Order your Arms.
Pikes to your inſide Order.
Lay down your Arms.
Quit your Arms.
To the Right about.
March.

} You muſt o ſerve theſe, directed in t Exerciſe, o over and abo when you clear of your Arms; you muſt diſper and upon the beat of *Drum*, cloſe ha

together with a Huzza, your Swords unearthed, with their Points upwards. Then further obſerve the Words of Command, *viz.*,

Return your Swords.
Handle your Arms.
Order your Arms.
Pikes to your out-ſide Order.
Advance.

} In ordering your Arms, obſerve you make a little ſtop before you let the Butt-ends come to the ground; ſo that each one may bear you compaſs, and they may fall together at once, and after they are laid down, and quitted, you muſt ſtand all together ſo ſuddainly, as all your Riſings may appear as it were but one Motion.

When you March from your Arms, ſtep Front and Rear at once, with the Left-feet Marching out a little diſtance.

Then lay your Right-hand on your Sword, taking hold of your Scabbard with your Left; and then drawing, hold your Swords upright before you; after you have held them there a while, bring them down at one Motion, and when by Command your Swords are returned, ſtand upright to your Arms, facing to your proper Front; and if any thing is to be farther known, conſider the Exciſe of the *Pike* and *Muſket* diſtinctly, and you will be informed to your Satisfaction.

Of the Match lock.

Theſe Locks were formerly in more uſe than *Fire-locks*, and at this day they are ſometimes mixed among them; wherefore I ſhall ſpeak ſomewhat relating to the Words of Command, that them to differ from the *Fire-lock*, *viz.*

1. *Lay down your Match.*
2. *Handle your Match.*
3. *Blow your Match.*

4. *Cock and try your Match.*

5. *Return your Match.*

All these chiefly consist in keeping your Match in order, with a good hard and well lighted Coal fastning it on Command, advantageous in your Skrew, blowing the Coal, and so by pulling the Trigger, trying your Pan with false Flashes, laying it down at Command, and by the same order taking it up again; shortning it to the Pan, that it may give true Fire, and upon firing, to return it, and recover the Coal, if it be shattered by the force of the Powder. You must observe also to keep your Match dry, that on occasion you may not be disappointed.

And this in brief is all materially relating to the *Match-lock*; the other Postures of the *Musket* are already described, being sufficient to direct the Exercise, yet seeing many lay much stress on the Beat of *Drum*, Take that along with you as it relates to Exercise, and so I shall take Leave of the Foot, and make a visit to the Horse.

Exercise by beat of Drum, relating to the Foot.

There are usually observed in this six Points which are called Points of War, and are said to be semi-vocal; because by them the Soldiers understand what is to be done, and can distinguish their Duty and Exercise; and of these in their order.

1. *The Call.* This is to Summon the Soldiers together to their Arms, or upon any other occasion, as to hear Proclamation, or receive Directions, *&c.* from the Officers, and are not without leave to ramble, especially in time of War, beyond the hearing of it, under great Penalties.

2.

2. *The Troop.* When the Soldiers hear this, they muſt Advance their *Pikes*, Shoulder their *Muskets*, and cloſe their Ranks and Files to order, following their Leaders or Commanders to the place of Rendezvous, Quarters or elſewhere.

3. *The March.* When you hear this, you muſt betake you to your open Orders in Ranks, Shoulder both *Musket* and *Pike*; and ſo as the *Drum* beats, you March ſlower or quicker.

4. *The Preparative.* Is to warn you to cloſe your proportionable or due diſtance, when you are to prepare for Battle or Skirmiſh; and to ſee every thing be in order that may turn to advantage.

5. *The Battle.* This is by ſome called the Charge, or Signal to Charge the Enemy, and is beat in the beginning of the Fight to animate the Soldiers Courage.

6. *The Retreat.* This is beat when being overpowered, it is thought convenient to draw off and ſave a total Rout, or ſometimes when an Enemy you ſuppoſe ſtronger than your ſelf advances towards you to engage, but by Retreating you avoid him.

There are two more things on the *Drum*, ſomewhat to our purpoſe, *viz.*

1. *The Tatto, or Tapto.* This is uſed in a Rounds and Gariſons, to give notice to the Soldiers and Inhabitants when they ought to repair to their Quarters and Houſes.

2. *Revally.* Is to let them know when it is time to riſe in the Morning, and attend on their Duty alſo. In Gariſons, to let the People know when its ſafe to go abroad, the about Scouts being Relieved.

The

The Exerciſe of Horſe in Troops or Squadrons, &c.

The Exerciſe of the Horſe is various from that of the Foot, and therefore that I may not be wanting in what is neceſſary to the young Soldier in their Exerciſing in the Country Troops, or thoſe that may enter the preſent Service Abroad, I ſhall endeavour to give the Words of Command proper with their Explanation.

And firſt, when a Troop or Squadron is drawn out to Exerciſe, I ſuppoſe their *Carbines* and *Piſtols* loaded, and the Corporals paſſing through the Ranks to ſee they are all ready, upon which, obſerve the chief Officer Commands Silence, and gives the following Words of Command, *viz.*

1. *Lay your Right-hands on your Swords.*
2. *Draw your Swords.*
3. *Put your Swords in your Bridle hand.*
4. *Lay your Hands on your Piſtols.*
5. *Hold up your Hands. Give Fire.*

When you have fired, let not your Piſtol-hand ſink till the next Word of Command, *viz.*

6. *Return your Piſtols.*

And this you muſt obſerve in Firing to the Left and Right, Then,

7. *Lay your Hands on your Carbines.*
8. *Advance your Carbines.*
9. *Cock your Carbines. Fire,*
10. *Let fall your Carbines.*
11. *Take your Swords from your Bridle-hands.*

Theſe muſt be done with a ſwift and exact Motion, all as near as may be doing it at one and the ſame time.

If

f a Squadron of Horſe is to Wheel to the Right Right-hand-man muſt not cloſe to the Left, as in ancient times been; for that many times rders the Rank; but you muſt keep your ound, ſuffering the Left to come about whilſt only turn your Horſes Head, obſerving your t-hand-man.

To cloſe the File.

The Right Wing File ſtand.

. *Cloſe your Files.*
. *To the Right.*
. *To the Left as you were.*
. *To the Left-wing and ſtand.*
. *To the Left by Files cloſe the Squadron.*
. *To the Right as you were.*
. *The Right and Left-wing Files ſtand.*
. *By half Ranks, cloſe Files to the Right and Left.*

And by cloſing Files you may cleave or divide Squadron.

The Order of cloſing Ranks.

. *File-leader ſtand.*
. *By Ranks cloſe the Squadron to the Front.*
. *On the Front as you were.*

Or open on the Front,
Or the firſt diſtances,
And ſo be cautious in obſerving each Motion.

How doubling Ranks muſt be order'd.

. *By half Files to the Right, double your Ranks to the Front.*
. *File-leaders, advance your Ranks, File-leaders take your Ground.*

And in this manner Command likewiſe to the t, the Order being one and the ſame in the ords of Command. [Again] 3.

3. *The firſt half Files ſtand.*
4. *By half File-leaders on the Left-wing double your Rank to the Front.*

Now to reduce this, take the following Metho
1. *Right-wing half Ranks, advance yo Ranks.*
2. *Half File-leaders take your Ground.*
3. *The firſt half File ſtand.*
4. *By half File-leaders on the Right a Left-wings, double your Ranks to t Front, Carocoling to the Right and Lef Then the laſt half File ſtand, and t firſt half File by Carocol in the Rig and Left on the Wings; then double yo Ranks on the Rear.*

Here obſerve the firſt File muſt open t half Rank to the Right and Left, the firſt h File by Carocol. Then

To the Right and Left double your Ranks the Rear.

Here obſerve the laſt half File muſt open h half Rank to the Right and Left.

As for the word *Carocol*, it ſignifies no mo when you Wheel by it, than that it is made by t depth of the Flank of the Squadron, by whi Order, not the Files, but the Ranks make t Motion.

There is an other Word which ſome may n well underſtand at the firſt ſetting out, which called *Contramarching*, and this in Wheeling is pe formed by the Front of the Squadron, ſo th whilſt the Rank make the Motion, the File re mains.

ſtructions for Wheeling, with the proper words of Command.

When the Word is given, *viz. To the Right Converſion*, underſtand that you muſt cloſe ur Right-leg to the Horſe, your Knee touching t of your Right-hand-mans, and in like manner ſerve in the Word of Command to the Left; as nen it is ſaid, *Cloſe to the Left*, then muſt the g be cloſed.

By half-Ranks and Converſion, divide the Squa-on into two *Troops*.

If you would reduce the Squadron, the Word Command is.

By Converſion, The Squadron into one Troop, ſe the Left-wing advance by Converſion.

When you Wheel by Carocol, obſerve the Word Command as follows,

The Right-wing to the Left by Carocol, Face bout to the Rear: Or it may be done by half anks in this manner,

By Quarter Ranks, and by Carocol, divide the quadron into three Troops.

Then if you would reduce them, order Quar-er Ranks and Troops into Squadrons.

If the Volt, Face or facing about be required, bſerve thus,

Face about to the Right: *Face to the Right by Controverſion*; *Face about by Carocol to the Right*: *Face about to the Left by half Files*: *Face about to the Right and Left*.

And thus much may ſerve for Wheeling.

The manner of Filing off.

In this caſe obſerve, To File by Ranks on the Right-wing, from the Squadron,

File

File off by Ranks, on the Left-wing, from th Squadron on the Right,

File off by three Files from the Squadron, th Left-wing: And this is found the moſt Expedien way, though ſome have uſed to File off by Rank

In Hay, *what Orders is to be conſider in drawing up.*

Do this by half Ranks to the Right: *To th Right and Left drawing in* Hay: *To the Front* And if it requires to be reduced again, then pro ceed by Carocol, *viz.*

To the Right and Left as you were.

By half Ranks, and by Carocol to the Right an Left.

Then draw up in *Hay* to the Rear.

In Reduction the Command is;

To the Front as you were.

By half Ranks to the Right and Left, an draw up in Hay.

Reduction by Carocol.

To the Right draw up in Hay.

Reduction by Carocol.

To the Left as you were.

Of doublings.

Doublings are very uſeful, eſpecially in ſtreng thening any Party that needs Succour in the Ba tle; and is to be noted under theſe general Head

1. Doubling of length, Front and Rear.

2. Doubling of Depth, both Flanks.

But in the particular, they are numbred fir that is to ſay, firſt of Ranks, when every Ran doubles into the odd, and if it ſo fall out, tha the odd Ranks are to double, then muſt the Bod

Fac

ce to the Rear, without any Word of Command pected.

3. Half Files. } Here they are held to double
4. Bringers up } when the Rear is doubled into the Front.

5. In doubling the Rear observe it done, when e half Files double the Rear.

6. Here take notice that doubling of half nks must be by one Rank doubling the other.

The Noble Science of Defence, in all its Useful Particulars, for Defending and Offending, with the Rapier or final Sword; after the exactest Method now in Use.

THis Science, if well understood, as to the fining and using it, is not only a noble Exerse, but of great importance to the saving our lives emergent Occasions, if it extend not to Vainory and Presumption, by too much relying on r Skill, to carry us into quarels, which we may asonably, and without loss of Honour or Reputaon avoid. Wherefore I have thought it convenit to lay down such Rules as may enable the rner to proceed in the Practice.

The first thing to be considered in this Case, the Sword it self, understanding only in this e small Sword or Rapier, which is divided into

into two parts, *viz.* The Hilt and the Blade.

The Hilt is again divided into three parts, *viz.* The Pommel or Ball at the far end, sometimes Round and sometimes Oval in Shape. This keeps the Hilt fast, by being well riveted, and by its poise makes the Sword well mounted, or light before the Hand. The next is that part on which you grasp your Hand, commonly called the Handle: and then the Shell, which is that part of the Hilt next the Blade, to preserve your Hand (if you are any thing weary in managing it) from a Thrust or Blow.

The Blade is divided into two Parts only. The first next to the Hilt, being termed the strong part or Fort. The other, which is the extream, is termed the Feeble, or they are otherwise termed the Prime and the Second. The strong Fort or Prime of the Blade, is measured from the Shelf to the middle of the Blade, and being the strongest is made use of in Parying, or to put by Thrusts or Blows. The Feeble, weak or second part, is accounted from the Middle to the Point, and is properly made use of in Offending or giving Thrusts or Blows; and thus much may serve for the Description of the Sword: Now I proceed to the Explanation of the Terms, fit to be known by a Practitioner.

A Guard.

This is a proper posture you must place your self in, for the better defending your self from the Thrusts or Blows of those you Fence with, or defend your self from.

To Parie.

Observe that this is to put by a Blow or Thrust, that it may not touch you, but be cast off without hurt or danger.

Quart.

Quart.

Here you muſt hold the Nails of your Sword-nd upwards, with a ſteady Arm; and then it ſaid to be held in Quart.

Terce.

This is the contrary to the former, for the Nails your Hand muſt be held downwards; and n the Sword is held in *Terce.*

Within the Sword.

This is that part of your Body, (which having ur Right-ſide towards your Adverſary) is be-een your Sword and Left-Breaſt.

Without the Sword.

This is the part of the Body, that (when you ld your Sword towards your Left-ſide) is above he breadth of your Body.

The Approach or Advance.

This is done, when being out of your Adver-ies reach, or at a pretty diſtance from him; you ake your Approach or Advance towards him.

To Retire or Retreat.

This is when you are within your Adverſaries ach, that you get out of it by ſtepping or jump-g backwards; which you muſt obſerve to do n a ſtrait Line.

Meaſure.

This is only a diſtance between you and our Adverſary, which muſt be cautiouſly and actly obſerved when he is Thruſting at you; that you may be without his meaſure or reach, and

and that taking the Advantage of this, it may be ſo, that when you Thruſt your Thruſts may be home.

To break Meaſure.

Obſerve here, juſt as your Adverſary is Thruſting at you, at his firſt Elonge, he may come ſhort of you, becauſe you are, or eſcape out of his Meaſure, or reach, and ſo break his Meaſure, of which I ſhall ſay ſomewhat more hereafter.

To Elonge.

This is to ſtretch forward your Right-arm and Leg, and keep a cloſe Left-foot; and this you do when you give in a Thruſt, and when you do it, you are ſaid to make an Elonge.

Reſpoſt.

This is when you give in a Thruſt before you recover your Body, receiving a Thruſt after your Adverſary hath Paried your Sword. Then is it ſaid to be a Thruſt on the Reſpoſt or back of the Parade, which is the ſureſt and ſafeſt you can give.

Feinting or Falſifying.

This is a doging or deceiving your Adverſary, making him believe you give back in earneſt, and make an offer to Thruſt in one place when you really deſigne to do it in another,

Beating.

This is no other than ſtriking the Feeble of your Adverſaries Sword with the Edg and Fort of yours, either with your Right-hand only, or the help of your Left, joyned to the Blade, about a foot from

om the Hilt; and ſo you will cauſe the Beat o have the greater Spring or Force.

Battery.

The difference from Beating in this, is only triking with the Edg of the Feeble, upon the dg of the Feeble of your Adverſaries Sword, hough Beating ſecures his Sword a great deal bet- er than Battery.

Binding.

This method is taken to ſecure your Adver- aries Sword, with eight or ten Inches of yours, pon five or ſix Inches of his.

Caveating or Diſengaging.

Here you muſt, if you can, ſlip your Adver- aries Sword, when you perceive him about to ind or ſecure yours.

To take time.

In taking Time, you muſt obſerve never to Thruſt but when you ſee a fair Opportunity, or otherwiſe it is the Thruſting at your Adverſary when he is making the Feint, or the ſlipping of him, when you perceive him about to Bind or Beat your Sword.

Counter Temps.

This is when you Thruſt without a good Op- portunity, or when you Thruſt, at the ſame time your Adverſary do's the like.

Quarting on the ſtrait Line.

This is done by carrying your Head and Shoul- ders very much back from your Adverſaries Sword, and are giving in a Thruſt within it, and that each of you at that time receive a Thruſt.

Quart-

Quarting of the ſtrait Line, called Quarting.

Here you muſt obſerve to throw in yo Left-foot, and Body backwards off the ſtr Line, towards your Adverſary, keeping yo Right-foot firm.

Volting.

This is a leaping by your Adverſaries Left-f quite out of his reach or meaſure, which on ma emergent occaſions is very proper.

Theſe Terms a Practitioner muſt be kno ing in before he proceeds to the other Leſſo or Adventures on ſharp, eſpecially on earne from whence I proceed to the next thing m terially to be conſidered, which is the

Holding of the Sword.

In doing this according to Art, and to t moſt advantage, hold your Thumb on the bro ſide of the Handle, and your Fingers quite rou it; hold it in this manner firm and faſt; ſo th your Adverſary, with the leaſt ſuddain beat twiſt, may not force it out of your Hand, whi the hazard in holding it looſely may occaſion your damage.

Of keeping a Guard.

The Guards are in general but two; the o in *Quart* and the other in *Terce*; but again t *Quart* Guard is ſubdivided into two, *viz.* T *Quart* with the ſtrait Point, and the *Quart* wi the Point ſloaping near to the Ground.

The *Terce* is ſo likewiſe divided, that is, t *Terce* with the point higher than the Hilt, a th

e *Terce* with the Point lower than the Hilt. here is yet another Guard, that requires you to old your Sword with both your Hands; and theſe in their order.

f the Quart-Guard, with the Point ſtrait.

You have two ways with this Guard to defend our ſelf, either by Parying or uſing Contraries to hat your Adverſary plays, as I ſhall more fully ew you when I come to diſcourſe of the five arades; however here obſerve in the ſtrait Guard, hich is moſt in uſe, to keep a thin Body, which done by ſhewing your Right-ſide to your Adver-y, managing your Feet in a ſtrait Line from m; ſo that for your Right he cannot ſee your ft-leg, yet ſet them not too wide, for that will ake your Elong the ſhorter; nor too cloſe, for t will hinder the firmneſs of ſtanding; and let e Point of your Right-foot be turned ſomewhat twards from the ſtrait Line, but the broad ſide your Left muſt look towards your Adverſary. u are alſo to ſink with your Thighs your Left-ee, a little more bent than your Right, which y be done by your leaning ſomewhat back on ur Left-thigh; when you preſent your Sword, u muſt hold it with your Nails upwards, as has en directed in *Quart*. The Hilt of your Sword uſt be as high as your Right-pap, keeping your m a little bent, for the better and eaſier purſuing ur Adverſary; or for the quicker giving in a ruſt: The Point muſt be towards your Adver-ies Right-ſide, two or three Inches lower than Hilt, your Left-hand held up as high as your ft-ear, about half a Foot from it, the Palm ectly againſt your Adverſaries Face, your gers pointing as it were towards him.

The

The Quart guard, with the ſloping Point.

In this Guard you muſt ſtand much ſtra
than in the former, the Point of your Sword ſlo
ing within half a Foot of the Ground, your H
as low as your Waſt, your Arm bended, and
Nails of your Sword-hand betwern *Terce*
Quart; here you are alſo to make uſe of yo
Left-hand, and therefore the more readily to do
you muſt advance your Left-ſhoulder almoſt
far forward as your Right, keeping your Belly
as much as may be; ſo that it ſtands well,
your Breaſt out, your Left-hand as high as
ſide of your Head, though about half a Foot fr
it. This is a very open Guard, yet to thoſe
know not how to purſue it, it is much ſurpriz
And you may purſue this;

Firſt, by raiſing up or gathering your Adverſ
Sword.

Secondly, by ſtriking at his Sword, and m
ing half Thruſts at the Body, by which he
be doubtful when you intend to give in y
Thruſt, and finding an Opportunity give it ho
and ever when you purſue this Guard, let y
Left-hand be in a readineſs to Parie your
ponents Thruſt, if he Thruſt juſt as you are Thr
ing, which is the main defence on this Guard.

Thirdly you may give a ſtroak at his L
hand, after you give a beat at his Sword, and
if by ſo doing, you can force him to betake h
ſelf to another Guard.

Fourthly, you may Volt, and in your ſo do
give him the Thruſt, which being clearly d
will mainly ſurprize him.

Terce Guard, with the Point higher than the Hilt.

n this you muſt hold the Nails of your Sword- d downwards, as in Terce, and your Hand er than in the Quart-guard with a ſtrait nt, preſenting the Point of your Sword to- ds your Adverſaries Left-ſhoulder; if he be a Man, but if ſhort, then to his Left Eye, keep- your Arm ſomewhat bent, for the better per- g: Lean therefore a little forward with your y, and make uſe of your Left-hand for a ade, holding it ſomewhat lower than in the ner Guard. The reſt of your Body being kept, n the Quart-guard, with the ſtrait Point. his Guard may be purſued either with Strik- Binding, Volting, or Paſſing; for a Feint this Guard will ſignifie little or nothing if r Adverſary underſtand it, for as in no Guard, is to anſwer Feints, leaſt of all in this, the ht defence being to ſecure your ſelf without r Sword, which is done by preſenting your ord to the Left-ſhoulder of your Adverſary, or aid, his Eye, ſo that your Body be quite co- d without your Sword.

Terce Guard, with the Point lower than the Hilt.

Here you muſt in this bow your Head, hold- up your Arm high, ſo that if you come to a Thruſt, your Head may be, as it were, er it, your Nails being in Quart till you make r Thruſt, and then change them into Terce; r Feet muſt be kept at their due diſtance, and as at a full Elong; your Sword muſt be ſented towards your Adverſaries Left-ſide, and

you must make use of your Left-hand for
Parade, and it is to be pursued and defended, as
forgoing Terce Guard, only in defending it,
must not make so much use of your Left-ha
but more of your Sword.

The Guard of both Hands.

This is a Guard, that I find not any pro
Name for, though it is sometimes used as
necessary, however, as to the holding
Sword in this Guard, keep your Body exactly
the Posture of the Quart-Guard with the
Point, but join your Left-hand to your Sw
about eight or ten Inches from the Hilt, the B
being held between your foremost Finger
Thumb, secure your self within your Sword,
soon as you present it, *viz.* Present the Po
towards your Adversaries Right thigh, with y
Point sloping towards the Ground a little; for
pursue this Guard, you must endeavour to
away your Adversaries Left-hand by striking
it, and immediately after the stroke, profe
Thrust at his Body, that he may be doub
when you really intend to give in your Thru
and indeed the pursuit is much like that of
Quart-Guard, with the sloping Point,
thus much for the five sorts of Guards.

Of the several Parades.

The Parades are generally Two, but are
divided as the Guard, and those two are the
rade in Quart, and the Parade in Terce, wh
are as is said, divided again into the Parade
Quart, with the Point a little higher than
Hilt. The Parade in Quart, with the Po
sloping towards your Adversaries Right-thi
and as though without it.

. The Parade in Terce, with the Point a
e higher than the Hilt, and the Parade in
rce, with the Point ſloping towards your Ad-
aries Thigh on the Left-ſide.

There is yet another Parade of ſome uſe, and
d by many Fencing Maſters, which may
properly termed a Counter-Caveating Parade;
reaſon what ever Leſſon your Adverſary
es uſe of, or upon what ſide ſo ever he
uſts, if you make uſe of this Parade, as you
ght, you will undoubtedly meet with his
ord, and the eaſier croſs his purpoſe, than by
of the former; and of theſe I ſhall give pro-
Directions.

. The Quart-parade, or the Parade within
Sword, is ſo called, becauſe in putting by
Thruſt, you do it on the inſide your Sword,
on that ſide the Nails of your Hand are next.

. The next is called the Terce Parade, or
Parade without the Sword; for here, con-
y to the former, you put by the Thruſt up-
hat ſide which is without the Sword, and as
other is termed the Quart, for as much as
within your Sword, or on that ſide your
s look to; ſo this is called Terce becauſe it is
out your Sword, or on that ſide the back of
r Hand is to. Obſerve a little more, *viz.*
n you are to hold your Hand or Nails in
ce, that you hold your Nails quite downward;
now to Parie theſe Five ſeveral ways.

ou muſt do the firſt Parade in Quart, with
Point ſomewhat higher than the Hilt, *viz.*
en you are ſtanding to your Guard, if your
erſary offers to give a home Thruſt on that
his Sword lieth, which I preſume to be with-
our Sword, without diſengaging and it the

Simpleſt and plaineſt Thruſt that can be giv
with the ſmall Sword; yet frequently it ſurpri
a Man, I ſay, when ſo it is, that when you perce
your Adverſary offer to give a home Thru
which obſerve by keeping your Eye ſteady
the Hilt of his Sword; you muſt then immediat
turn your Wriſt with ſo ſmall a Motion of t
Arm, that it can ſcarcely be perceiv'd, to ye
Left-ſide; and by that means you may put
his Sword with the Fort of yours upon the L
ſide, keeping the Point of your Sword after t
Parade towards his Right-ſhoulder; you may
putting by your Adverſaries Sword uſe a little b
or Spring towards the Ground, by which y
will more certainly diſappoint him, immediat
bringing your Sword to its right poſture again,
by this way of Parying you may have the luck
Spring or Beat your Adverſaries Sword out
his Hand.

The ſeconde Parade in Quart is with the Po
ſloping towards your Adverſaries Right-thig
and as tho' without it, in this manner.

When you perceive your Adverſary is thruſti
with your Sword, turn the Nails of your Swor
hand in Quart, with a full ſtretch'd Arm, a
your Hand as high as your Face, and when yo
do this, ſlope your Point to the lowneſs of yo
Adverſaries Thigh; and by that means, with t
Fort of your Sword, on the Feeble of his, put
his Thruſt, always obſerving to Parie with t
Fort of your Sword, and not the Feeble, leſt yo
Adverſary having the ſtronger Arm, force upo
you the Thruſt in ſpite of all you can do.

The firſt Parade in Terce, or without the Swor
the Point a little higher than the Hilt, muſt
thus managed, *viz.* Perceiving your Adv
ſa

y giving in the Thruſt without your Sword; e notice immediately to turn your Wriſt with he ſmall motion of the Arm, as in the firſt Parie Quart, till your Nails be in Terce, and ſo Parie Thruſt, Remembring in this to keep the Point your Sword, after you have Paried him to- rds your Adverſaries Left ſhoulder, as in the ſt Parade in Quart, you are to keep it towards Right.

This Parade is moſt effectually done with a ring, to put by the Sword, or gain an advantage diſarming your Adverſary.

The ſecond Parade in Terce, is called that thin the Sword bearing a ſloaping point towards ur Adverſaries Thigh, and as though within it. his obſerve to do when you perceive your Adver- y giving in his Thruſt without, or below your ord, as it were at your Arm-pit, immediately ting the point of your Sword ſink as low as his high, turning your Nails quite round to your ght-ſide, until they are from you, keeping your and as high as your Head, and ſo put by the hruſt on your Right-ſide; and when you are arading, let your Head be cloſe as if it were nder your Arm; and this preſerves your Face om your Adverſaries ſcattering or Counter- emps Thruſts.

Thus having ſhewn you the Defenſive part, I all now proceed to the Offenſive, or how you ay offend your Adverſary when neceſſity requires ; but before I directly enter upon it, let me eak ſomething of the Counter caveating Parade; ough ſome there are who refuſe to uſe it, yet it the ſafeſt of all.

The Counter Caveating Parade, &c.

When you obſerve your Adverſaries Thr coming home within your Sword, then immedi ly ſlope your point, and bring it up again w a quick Motion on the other ſide of your A verſaries, and Parie his Thruſt without yo Sword, that he intended to give within yo Sword, holding your Nails neither in Terce n in Quart, but ſo hold them as when you preſe ed your Sword; and obſerve farther to do thi Parade with a Spring, and if you perceive he about to give in his Thruſt without your Swor inſtantly ſlope your point, and bring it u again with a quick Motion upon the inſide his Sword, and ſo Parie his Thruſt, that was be given without your Sword, within your Swo and if you do this very quick you will rarely hit with a home Thruſt; and in this Parade the is great Advantage, becauſe by it all Feint which in other Parades cannot be ſo well no ted or ſhunned, are by this baffled and Co founded.

Leſſons Offenſive. 1. *Of Approachin or Advancing.*

Obſerve here; (when you are ſtanding to you Guard, and your Adverſary without your Meaſure ſo that without Approaching you cannot reac him) that you lift your Right-foot about Foot forward, and preſently let your Left-foo follow cloſe by the Ground, your Left-knee little bowed, taking notice at the end of every ſtep, that your Feet be at the ſame equa diſtance as when you firſt preſented your Sword or if in any thing you vary, let it be in bring-

ing

them ſomething nearer; and ſo your Elong
l come as much nearer to your Adverſary as
brought your Left-foot nearer to your
ht: Always then remember to redouble this
p, or any other that is to be uſed on this Oc-
ion, till you think your Adverſary is within
r meaſure. This ſtep muſt be always made
plain Ground, leſt you Trip and fall, which
very dangerous; but if it be on rugged uneven
ound, there is another ſuitable to it, called the
uble ſtep, after this manner;

In the firſt place throw your Left-foot be-
d your Right (which may be done by raiſing
ur Body a little on your Right-foot) about
Foot, then bring your Right-foot forward
ain, as far before your Leſt, as when you pre-
ted your Sword; theſe two Motions muſt be
ne immediately after the other, or elſe doing of
s ſtep will appear ungraceful; and here you
uſt keep a thin Body as poſſible, becauſe the
rowing your Left-foot before your Right, lays
ur Body open, and ſo redouble this ſtep, as
e former, according to the diſtance you are
m your Adverſary, till you approach within
s meaſure.

Leſſon 2. *Of Retiring.*

This may be done three ways, firſt with the
gle ſtep, the ſame way you approach with it,
ly whereas in approaching with the ſingle Step
u lift your Right-foot firſt, here you muſt
t your Left-foot firſt, and the reſt obſerve, as
the Approach with the ſingle ſtep.

The ſecond is, that with the double Step, and
done the ſame way as in the Advance, only in
proaching you throw your Left-foot before
ur Right, when in retiring you muſt throw

your Right-foot backward behind your Left, the reſt is done as in Advancing with the do Step.

The third is done by a ſuddain jump backw on the ſtrait Line, with both your Feet in Air at once, but you muſt lift your Right-f firſt, and after your jump is done, ſtand to y Guard again, unleſs you find occaſion to redou your jump to be farther out of reach.

Leſſon 3. *Of giving in the Thruſt.*

To Thruſt or make an Elong, obſerve (wh you ſtand to your Guard, and your Adverſary within your Meaſure) that your Sword be you pleaſe, either within or without your Adv ſaries Sword, and ſuppoſe within, then ſtret out your Right-arm, and ſtep forward with yo Right-foot as far as may be, keeping the po ſtrait forwards, and let the Motion of your A begin a thought before you move your Foot, that the Thruſt may be given home before yo Adverſary can hear your Foot touch the Groun and when you are at your full ſtretch, keep yo Left-hand ſtretch'd, and ever obſerve to keep cloſe Left-foot, which muſt be done by kee ing your Left heel and broad ſide of your Fo cloſe to the Ground, without any drawing after you, for keeping a cloſe Foot is one the chiefeſt things to be obſerved in this Scienc When you give in your Thruſt throw your Lef hand behind you, or ſo place it on your Left-ſid that your Sword and both your Arms ma make a ſtrait Line from your Adverſary. Th muſt be when you deſign not to make uſe o your Left-hand for a Parade, but if you de then in the very time of giving in your Thruſt

throw

w your Left-arm forward as far as you can, out putting the reſt of your Body into diſ-er, turning the Palm from you, by turning r Thumb down, and your little Fingers up, ſo Parie your Adverſaries Thruſt, if you find will Thruſt, upon the ſame time you make r Thruſt, always remembring when you uſt within the Sword, to do it with your Nails Quart or upwards, and Quart well your Hand Shoulder; but when a Thruſt is made with-the Sword, then give it in with your Nails Terce or downwards, and keep your Hilt ch lower than your point, and your Head clear as may be from your Adverſaries Sword. Take notice in all Leſſons in which you do not t ſecure or bind your Adverſaries Sword, that u are to Thruſt cloſe by the Feeble of his ord, with the Fort of yours. But there is a ference when you firſt ſecure your Adver-ies Sword, for after your ſecuring or binding, u quit his Sword, and give a ſtrait home ruſt, without touching it after it is bound.

In theſe Rules there is great advantage, as in Quarting of your Hand, when you Thruſt thin the Sword, preſerves them from your dverſaries Counter-temps Thruſts in the Face; likewiſe does your Thruſting cloſe by the eble of the Sword, and keeping your Hilt wer than the Point, when you Thruſt with-t the Sword, as alſo the holding of your ead to the contrary ſide your Adverſaries Sword on, preſerve you from Counter-Temps, ever ſerving as a general Rule, to keep your Head on e contrary ſide of your Adverſaries Sword, on hat ſide ſoever you Thruſt, for this will fre-uently preſerve your Face from being hit.

Leſſon 4. *Of Caveating or Diſengaging*

In this Caſe, when your Sword is preſen within your Adverſaries Sword, and you wo have it without (keeping your Nails in Q ſlope your Point ſo low that you may br it up under the out-ſide of his. This muſt done with the Wriſt, and not any Motion the Arm, becauſe when you Diſengage, if Arm move, your Body would be too much covered; ſo that your Adverſary would have advantage to give in his Thruſt, which he co not do if only your Wriſt moved, and muſt be done with a ſuddain Motion; and this you may learn to ſlip your Adverſa Sword at pleaſure.

Leſſon 5. *Feinting or Falſifying.*

Of theſe there are ſeveral kinds, and the I treat on is *the Ordinary ſingle Feint*; W you are on your Guard, and within your verſaries Sword, diſengage and make your F without, which you muſt do with a beat your Right foot againſt the Ground, juſt you diſengage, and your Sword on the out of your Adverſaries, and immediately after, if perceive him anſwer your Feint, and offer Parie, diſengage again, and give him the Th within the Sword.

Leſſon 6. *The Double Feint.*

There is a difference between this and ſingle Feint; for in the ſingle one you make two Motions, *viz.* With the firſt make your Feint, and with the next you in your Thruſt, unleſs you make your F

that ſide your Sword lyeth, which may be
e without diſengaging, and is the ſimpleſt of
others in all ſingle Feints, it muſt be given in
n the ſide your Sword was before you made
r Feint; But in the double Feint you are
make three Motions, and the Thruſt (unleſs
en you make your firſt Motion on that ſide
r Sword was preſented) is given in on the
er ſide, and not on the ſide the Sword was
before you began to make your Feint; and
play this, there are two ways, *viz.* When
are within Meaſure, you muſt play it one
y, and without Meaſure another way.

As to the firſt, your Sword being preſented
hin your Adverſaries Sword, then diſengage
l make your firſt Motion without his Sword,
ſtand a thought on it to try whether he will
wer you, by offering to proceed to the Parade;
e do not anſwer, it is uſeleſs, but if he do,
n preſently make your ſecond Motion within
Sword, and your third Motion without it, by
ing the Thruſt; both theſe Motions muſt be
ne with admirable quickneſs; at every Motion
e a beat with your Foot, and diſengage, turn-
your Nails in Quart.

If you are without diſtance, make a Motion to
if he will anſwer your Feint, and if he do be-
again, make your firſt Motion, as within
tance, approaching at the ſame time, and ſo your
ond and third.

There is a contrary to theſe, that is to be ob-
ved when your Adverſary makes uſe of them
ainſt you, Then you muſt make uſe either
the Counter-caveating Parade, or keep your
ord Point immoveable towards his Face that
poſes you, your Arm as much ſtretched out

as

as poſſible; and when you do ſo you muſt rec
your Body, by drawing your Right foot c
to your Left, ſtand as it were on Tip toe,
if for all this your adverſary give a home Thr
then you muſt Counter-temps him in the
and Parie his Thruſt with your Left-hand;
if you perceive him make variety of Feints,
upon every one of them make a half Th
which will oblidge him to betake himſelf to
Parade, and ſo when you pleaſe you may
the purſuit, or when he makes variety of Fe
give a plain home Thruſt, as ſmart as may
and endeavour to defend your ſelf from C
ter-temps with your Left-hand, and to pre
them, it is always in this Caſe beſt when you
a Thruſt, to uſe your Left-hand.

Leſſon 7. *The ſingle Feint at the Hea*

Being within diſtance you may preſent y
Sword within or without your Opponents Sw
making a Feint or Motion at his Face, if
Sword be preſented without, by a little ſtrete
out your Right-Arm, your Nails in Quart,
when you make the Motion, give a little
with your Right-foot, and if the Feint be anſw
then immediately give in your Thruſt at his A
pit, your Head under your Sword-Arm, your L
hand held before you, with the Palm of it loo
towards your Right-ſide, and that part of
Arm, from the Points of your Fingers to
Elbow, muſt ſtand in a manner ſtrait upwa
which poſture you muſt ever obſerve when
give in this Thruſt, becauſe in doing it, it de
you from the Thruſt of your Adverſary,
he above, and without your Sword; and you
at the ſame time make a Motion at his Face.

Le

Leſſon 8. *Of the double Feint at the Head.*

Being within diſtance, make your firſt Motion or Feint, as before, at the Face, your ſecond Motion low without your Adverſaries Sword, towards his belly; and with the third, give a Thruſt without, and above his Sword, your Nails in Quart, marking every motion with your Head, Hands and Feet; and when you make your ſecond Motion, hold your Hand as in the ſingle Feint, and when you give in your Thruſt above Sword, you muſt Quart your Head well, becauſe you muſt give it in with your Nails in Quart; and by this means your body will be kept ſecure within your Sword, when in Terce it would ly open, eſpecially to Counter-temps.

There is a Parying the contrary, either with the Counter-caveating Parade, or by anſwering every Motion, by what means you will fall to Parie your Adverſaries with the firſt Parade in Terce.

Leſſon 9. *Containing the manner of the Feint at the Head on the true Parade.*

The contrary to the ſecond Parade is this, and to do it you muſt make your Motion at your Adverſaries Face; and if you imagine he intends to Parie you with the ſecond Counter caveating Parade, make round his Sword, as it were going a Circle about it, and ſo give a Thruſt at his Arm pit, and with your Left hand avoid Counter-temps, and being within diſtance, approach with your firſt Motion, and in ſo doing you Caveat his Sword and ſhun his Parade, or if your Adverſary follows your Sword, you may make two or three Circles, till you find a fit time to let in your Thruſt.

Leſſon

Lesson 10. *Of the Low Feint.*

When you intend to proceed in this, you must have your Sword without your Adversaries and when it is so, make directly the Second Motion of the double Feint at the Head, and give in the Thrust above, and when you are without distance, make your approach with the Feint, or first Motion and make in your Thrust with the second. And this may be Pary'd, by answering every Motion, or using the Counter-caveating Parade.

The contrary to it, is, when your Adversary in making his low Feint, to take time, and give in the Thrust above his Sword, your Nails in Quart.

Lesson 11. *Of Battery.*

This is a kind of a Beat from whence it derives its name, and therefore when you play it you must present your Sword either without or within your Adversaries, if within, and he within your Measure, then keep your Sword half a Foot from his, and when you intend to play, strike a small stroak on the Edg, and Feeble of your Sword on on the Edg, and Feeble of his, and at the same Moment give a Beat with your Foot, which will surprize your Adversary, if not well skill'd; if it does not, nor that he answers you by offering to Parie, give a strait home Thrust at his Right-Pap, as you give in a plain Thrust within the Sword, moving the Sword only with your Wrist, and thereby keeping your Body close. If your Adversary offers to answers your stroke, and go to the Parade, then your best way is to slip him, and give in a Thrust without, and above the Sword, or when you perceive him going to Parade, then suddainly slip and make a double Feint on the

other

her side, and thrust on that side you gave the Beat. In the contrary of this Parie, with the Counter-veating Parade, or meet his stroak, and make half Thrust, which will force him to the rade; and so you may pursue.

Lesson 12. *Of Volt Coupe.*

In this observe to present your Sword within our Adversaries, he being within your Measure; hen make a Feint at the Face, your Nails in Quart, and upon this give a beat with your oot, and carry your Hand well Quarted, and if y offering to Parie, he answers this, and that igh, then Thrust at the Belly, your Nails in Terce, nd keep your Left-hand as a Guard from Coun-er-temps; if by Parying low, you are disappointed f this advantage, then after you have made your Feint, instead of a Thrust in the Belly, slip his Parade, and give the Thrust without, and above he Sword; and when you are within distance pproach wiah the first Motion: If your Sword be resented without your Adversaries, you must irst then disengage.

The contrary to this is either to Parie his Sword with the second Parade in Quart, or to take time and give your Thrust the way he was to give it in upon you, at the instant he makes his Motion at your Face, or you may pass without his Thrust.

Lesson 13. *Of Binding your Adversaries Sword.*

This is the secureſt Play, and chiefest Mistery in the Art of Fencing, wherefore to do it after you have presented your Sword, either within or without your Adversaries, on a suddain over-lap six or 7 Inches of his with 8 or 10 of yours; and this

is

is ſufficient to ſecure it; but this muſt be alw
done with the Edge of the Sword, whether y
preſent it within or without, and immediately a
you have bound it, give a Thruſt ſtrait ho
In this caſe, always obſerving to keep a cloſe L
foot, alſo to give a Beat with your Foot, and
bind with a Spring, *viz.* Preſs your Sword
moſt to the Ground, but ſtay not with it,
immediately bring it up again, and then give
Thruſt; and this prevents Counter-temps,
the beſt Parade againſt it is, the Counter cav
ing Parade, and if your Adverſary ſlips your Swo
you muſt endeavour to bind him within or wi
out the Sword again. You may alſo put up
him the double or ſingle Feint, or having bou
your Sword without, you may give in your Thru
as in playing the ſingle Feint at the Head.

Leſſon 14. *Of the Flancanade.*

To do this, when you have preſented with
your Adverſaries Sword, over lap it with 12 Inch
of yours, within eight of his, and give in t
Thruſt on his Right-flank, on the other ſide o
the Sword, and beneath it your Nails ſide-way
throwing forward your Left-hand, and turni
the Palm from you, to keep off Counter-temp
in the Belly, and in Thruſting let your Hilt b
lower than the Point, which ſecures his Sword
and note when you lap over to do it with the fla
and not with the Edge as when you bind.

And thus much may ſerve for an Introductio
to the learner in the Science of Defence, and there
fore for other Leſſons, not here ſet down, I refe
him to a Maſter.

Of HAWKING.

Of Hawks there are two ſorts.

The Long-Winged Hawks.

Aulcon and *Tiercle gentle.*
Gerfaulcon and *Jerkin.*
Laker and *Sakaret.*
Lanner and *Lanneret.*
Barbary Falcon.
Marlin and *Jack.*
Hobby and *Jack.*

The Short-Wing'd Hawks.

Eagle and *Iron.*
Goſhawk and *Tiercle.*
Sparrow-Hawk and *Muſket.*

ere are other two of inferiour ſort, as
Ring-Tail.
Raven and *Buzzard.*
Forked Kite.
Hen-driver, &c.

d as the Age of theſe *Hawks* is, ſo we name
them, as.
The firſt Year a *Soarage.*
The ſecond Year an *Intermewer.*
The third Year a *White-Hawk.*
The fourth Year a *Hawk of the firſt Coat.*
Thus much for their Names, now we come
ſpeak of the Flights of theſe *Hawks*; which
theſe.
The *Faulcon-Gentle*, for *Partridge* or *Mal-*
d.
Gerfaulcon will fly at the *Herne.*
Saker, at the *Crane* or *Bittern.*

Lanner

Lanner at the *Partridge*, *Pheasant* or *Choos*
Barbary Faulcon, at the *Partridge* only.
Merlin and *Hobby*, at the *Lark*, or any sm
Bird.
Goshawk and *Tiercle*, at the *Partridge*
Hare.
Sparrow-Hawk at the *Partridge* or *Black-Bi*
And the
Musket, at the *Bush*.

Your *Hawk* watch, and keep from Sleep, con
nually carrying him upon your Fist, familia
stroak him with a Wing of some dead Fowl,
the like, and play with him; Accustom to ga
and look in his Face with a Loving, Smiling, G
tle Countenance; and that will make him
quainted and familiar with Men.

Having made him familiar, the next thing is
Bring him to the Lure, (which the *Falcon*
makes of Feathers and Leather, much like
Fowl, which he casts into the Air, and calls t
Hawk to) which is after this manner. Set yo
Hawk on the Perch, unhood him and shew h
some Meat within your Fist, call him by *Chirpi*
Whistling, or the like, till he comes, then Fe
him with it; if he comes not, let him fast,
be sharp set: Short-wing'd *Hawks*, are prope
said to be called, not *Lured*. Make him bold,
acquainted with Men, Dogs and Horses, and
him be eager and sharp set, before you shew h
the *Lure*, knowing his *Luring* Hours; and
both sides of the *Lure*, be garnished with wa
and bloody Meat; let him likewise know yo
Voice well; so that being well acquainted wi
Voice and *Lure*, the Hearing of the one, or sig
of the other, makes him Obedient; which yo
must reward by Feeding, or punish by Fasting

B

before *Luring* (or any flight), it is requi-
to Bath your *Hawk* in ſome quiet and ſtill
ow Brook, or for want of that in a lage Ba-
ſhallow Tub, or the like, leſt being at Liber-
you loſe your *Hawk*, (whoſe Nature requires
Bathing) and make him range. Now to
e him know his *Lure*, is thus: Give your
k to another, and having looſned in readi-
his Hood-ſtrings, and faſten a *Pullet* to the
e, go a little diſtance, caſt it half the length
he String about your Head, ſtill *Luring* with
r Voice, unhood your *Hawk*, and throw it
tle way from him; if he ſtoop and ſeize, let
plum the *Puller*, and feed on it upon the *Lurk*:
n take him and Meat on your Fiſt, Hood him
give him the Tiring of the Wing, or foot of
ſaid *Pullet*.

Having Manned and *Lured* your *Hawk*, before
bring him to his flight, one thing is to be
rved and done, called in the *Faulconers Dia-*
Enſeaming, which is to cleanſe him from
Greaſe, and Glut, known by his round Thighs,
full Meutings; and thus you may do it: In
Morning when you feed him, give him a bit
wo of Hot-meat, and at Night very little or
ning. Then feed him Morning and Evening
a *Rook*, waſh'd twice till the Pinions be ten-
; then give a Caſling of Feathers as his Na-
will bear; and once in two or three Days
him a Hens-neck well jointed and waſht:
n a quick Train *Pigeon* every Morning; and
r by theſe and his own Exerciſe, he has broken
diſſolved the Greaſe, give him three or four
lets of the Root of *Sallandine*, as big as a
den Peaſe, ſteept in the Sirup of *Roſes*; and
have done this part of your Duty.

To

To enter your *Hawks*, for *Partridge* or F
Lay an old Field *Partridge* in a Hole, cove
with something, and fasten to it a small *Cre*
(*i. e.* a fine small long Line of strong and e
wound Packthread fastned to the *Hawks* L
when first Lured) and uncoupling your ran
Spaniels, pluck of the covering of the T
Partridge and let it go, and the Hawk after
and as assoon as he has slain it, reward
well with it. And thus to make him fly
Fowl, feed him well with the Train of
Fowl you would have; doing afterwards
above.

The Fault of *Hawks* differ according to t
Nature and Make. Long-wing'd *Hawks* fa
are thus helped. If he used to take stand, fly
at the River, or in Champain Fields, shun fly
near Trees or Covert, or otherwise, let sev
Persons have Trains, and as he offers to sta
let him that's next cast out his Train, and he
ling it reward him. And indeed you ought ne
to be without some live Bird or Fowl in y
Bag, as *Pigeon*, *Duck*, *Mallard*, &c. If he
Froward and Coy; when he kills, reward h
not as usually, but slide some other Meat un
him, and let him take his Pleasure on it; giv
him some Feathers to make him scour and c

If he be *Wild*, *look not inward*, but mind Che
(*i. e.* other Game, as Crows, &c. that fly c
him) then lure him back, and stooping to it,
ward him presently.

The faults of Short-wing'd *Hawks* thus
helped. Sometimes the *Goshawk* and *Spar*
Hawks, will neither kill nor fly the Game
Mark, but will turn Tail to it: Then encour
your Dogs to Hunt, cast a Train *Partridge* bes
yo

Hawks; make him ſeize it, and feed well up-

a Hawk take a Tree, and will not fly at all, him then upon quick Birds, and make him them, and in the plain Champaign Fields un- him and riding up and down a while let one out a field *Partridge* before him, let him it, and footing it, feed on it. If they be too of a Man, that after a ſtroke or two will fly, be ſeldom familiar with him, and reward not as he comes ſo improperly: Otherwiſe rd him well.

s for *Mewing* of *Hawks*, the beſt time for -wing'd *Hawks* is about the middle of *April*, *March* for the Short-wing'd *Hawks*. There two kind of *Mewings*. 1. *At the ſtock or* ; ſo called from its being low upon the und, free from Noiſe, Vermin, or ill Air. 2. *arge*; ſo called from being in a high Room, open Windows towards the *North* or *North-*. The former is accounted the beſt *Mew-*

The Faulconer before he *Mews* his *Haws*, f they have *Lice*, to Pepper and Scower them The beſt time to draw the field *Hawk* from *Mew* is in *June*, and he will be ready to fly in *aſt*; the *Hawks* for the River in *Auguſt*, will eady in *September*.

Cures for Hawks Diſeaſes.

The Faulconer ought diligently to obſerve the nplexions of his *Hawks Caſtings* and *Mewe-*, to judge of their Maladies, an aſſured ſign knowing whether they are ſick or diſtempered his. Take your *Hawk*, turning up her Train, ou ſee her Tuel or Fundament ſwelleth, or keth red; Or, if her Eyes or Ears be of a fiery

fiery Complexion, it is an infallible ſign of her
ing not well and in good Health; and then Sc
ing is neceſſary firſt; which is done by *Aloes*
catrine, about the quantity of a Pea wrapt
in her Meat; and this avoids Greaſe, and
Worms too.

For the Cataract, Take one Scruple of wh
Aloes finely beaten, and two Scruples of *Sug*
candy, mix theſe together, and with a Quil bl
it three or four times a day into your *Hawks* ſ

Pantus or *Aſthma*, Pour the Oyl of ſweet
monds into a Chickens Guts, well waſht, and g
it the *Hawk*: Or, ſcower him with *Sallan*
Pellets, and Oyl of *Roſes*, and then waſh
Meat in the Decoction of *Coltsfoot*.

Filanders or *Worms*, To prevent them, f
ing your *Hawk* low and poor, give her once
Month a Clove of *Garlick*. To cure or kill the
take half a dozen Cloves of *Garlick*, boil them ve
tender in Milk, dry the Milk out of them, put th
into a Spoonful of the beſt Oyl of *Olives*, and h
ing ſteept them all Night, give them both to yo
Hawk, when ſhe was caſt, in the morning: fe
him not till two Hours after, and then with war
Meat, and keep him warm all that Day.

Lice: Mail your *Hawk* in ſome Woollen Clo
put between his Head and Hood a little Woo
and take a Pipe of Tobacco, put the little end
at the Tream, blow the ſmoak, and the *Lice* th
eſcape killing, will creep into the Cloth *Prob*
tum.

Formica, Take a little of the Gall of a Bul
and beating it with *Aloes*, anoint the Beak of th
Hawk, Morning and Evening.

Frounce, Take the Powder of *Allume*, reduce
to a Salve with ſtrong Wine Vinegar, and wa
her

mouth with it; then take the Juice of *Lolium* *Raddiſh*, mixt with Salt, and anoint the Sore. *Apoplex*, Gather the Herb *Aſterion*, waſh your wks meat with the Juice thereof when you him.

Wounds: Take the Juice of *Engliſh Tabacco*, *Mouſe-ears*, after you have ſticht it up with a e Lint, bathe the place.

Of BOWLING.

THE firſt and greateſt Cunning to be obſerv'd in *Bowling*, is the right chuſing your wl, which muſt be ſuitable to the Grounds you gn to run on, thus: For *cloſe Alleys*, your beſt ice is the *Flat Bowl*: 2. For *open Grounds* Advantage, the round Byaſſed-bowl. 3. For *en Swarths*, that are plain and level, the Bowl is *Round as a Ball*.

The next thing requires your Care is, the chu- out your Ground, and preventing the Wind- , Hangings, and many turning Advantages he ſame, whether it be in open wide places, as es & Bowling-greens, or in cloſe Bowling-alleys. Laſtly, Have your Judgment about you to ob- e and diſtinguiſh the Riſings, Fallings and Ad- tages of the Places where you Bowl: Have your s about you to avoid being rookt of your ney: And have your underſtanding about you, now your beſt Time and Opportunity for this reation; and finally a ſtudious care of your rds and Paſſions, and then bowl away, and you deſerve, *Well have you bowled indeed.*

But methinks I cannot conclude here, without iring how aptly a Bowling-green is by the ine *Quarles* characterized, in the following ſes, thus,

Brave

Brave Paſtime, Readers, to conſume that Day
Which without Paſtime flies too ſwift away!
See how they Labour, as if Day and Night
Were both too ſhort to ſerve their looſe Delight
See how their curved Bodies wreath, and skrue
Such Antick ſhapes as Proteus *never knew:*
One rapps an Oath, another deals a Curſe,
He never better bowl'd, this never worſe;
One rubs his ſtickleſs Elbow, ſhrugs and laughs
The t'other bends his Beetle-brow, and chafes.
Sometimes they whoop, ſometimes the Stygian *cry*
Send their black Santo's *to the bluſhing Skies:*
Thus mingling Humours in a mad Confuſion
They make bad premiſſes and worſe Concluſion.

Thus much for Bowling.

Of TENNIS.

THis Recreation is of the ſame Date for Antiquity of Invention with Bowling, for the Violence of its Exerciſe to be prefer before it. This Sport indeed is of ſo univerſal Acceptance, that Majeſty it ſelf is pleaſed to ſign it its Recommendation, by tracking its borous ſteps; and Princes and Lords admire too for the moſt proper Recreation, to ſuit Innocence and true Nobility. Here the Body briskly exerciſed more than ordinary, and inu in Agility and Nimbleneſs; this renders the Li flexible and mettleſom, and adapts them for moſt Vigorous Enterprize.

Tennis and *Baloon* are ſports which are play'd
oſt with the ſame Inſtruments; and therefore
y be under one and the ſame Head: The firſt
Paſtime, uſed in cloſe or open Courts, by
king a little Round Ball to and fro, either
n the Palms of the Hands (and then is called
palmaria in Latin) or elſe a *Racket*, made
the purpoſe, round with Net or Cat-gut, with a
ndle: The other a ſtrong and moving Sport
he open Fields with a great Ball of double
ther filld with Wind, and ſo driven to and
with the ſtrength of a Man's Arm, armed in
race of Wood. And thus much ſhall ſuffice
peak of the *Baloon* and *Tennis*; only let me
re you, let not this or any other Paſtime di-
b your Minds; divert you from the diligent
careful Proſecution of your own lawful
ineſs; or invite you to throw away your
e and Money too laviſhly and idly; nor en-
e you in any Paſſion; that ſo you may not
nd God, diſlike your Neighbour, nor incom-
de your Self and Family in your Well-being
Felicity; and then you may recreate your
without Fear: And in this Recreation obſerve
enſuing Morality of

The Tennis-Court.

When as the Hand at Tennis *plays,*
And Men to Gaming fall,
Love is the Court, *Hope is the* Houſe
And Favour *ſerves the* Ball.

This Ball *it ſelf is due Deſert,*
The Line that meaſure ſhews
Is Reaſon, *whereon* Judgment *looks*
Where Players *win and loſe.*

The Tutties *are Deceitful Shifts.*
The Stoppers, Jealousy,
Which hath Sir Argus *hundred Eyes,*
Wherewith to watch and pry.

The Fault whereon Fifteen *is loft,*
Is want of Wit *and* Senſe,
And he that brings the Racket *in*
Is Double Diligence.

But now the Racket *is* Free-will,
Which makes the Ball *rebound,*
And noble Beauty *is the* Choice,
And of each Game the Ground.

The Racket *ſtrikes the* Ball *away,*
And there is Over-ſight,
A Bandy *ho! the People cry,*
And ſo the Ball *takes flight.*

Now at the length Good-liking *proves*
Contents to be their Gain:
Thus in the Tennis-Court, Love *is*
A Pleaſure mixt with Pain.

Of RINGING.

WHoſoever would become an accurate Maſter of this excellent Art and Pleaſure, is very deſirous to be eſteemed an Elaborate Ingenious Ringer, and be enrolled amongſt the Honoured Society of *College Youths*; I muſt beg leave to inſtruct him before he enters the Bell-free, in theſe enſuing ſhort Rules, which he muſt ſtrictly obſerve, *viz.*

That as all *Muſick* conſiſts in theſe ſix plain
s, *La Sol Fa Mi Re Ut*; ſo in *Ringing*, a
of Bells is Tuned according to theſe Princi-
of Muſick: For as each *Bell takes its Deno-
ation from the Note it ſounds*, by its being ſhar-
or deeper, as, *Firſt*, or Treble, *ſecond*, *third*,
th, &c. as they are in number to *ten* or
ve Bells, the laſt being called the *Tenor*; So
t they ſucceſſively ſtrike one after another,
Fore ſtroke and *Back ſtroke*, in a due Mu-
time or Equi-diſtance, to render their Har-
y the more Pleaſant, and to make the young
ctitioner the better informed to obſerve the
of Muſick, and indeed of true Ringing, *Time*;
therefore is called, *Round-ringing*.

As in Muſick, ſo in Ringing there are three
cords, ſo called from their Melodious Harmony
Agreement, which Principally are theſe;
rds, *viz.* 1 3, 2 4, *&c.* *Fifths* 1 5, 2 6,
Eights 1 8, 2 9, 3 10, *&c.* and theſe are
more pleaſant according to the Number of
s they are ſtruck on, and as they are ſtruck,
ther ſeperately or mutually. From hence
nges are made, which is only a Changing
e of one *Note* with another, ſo variouſly, as
ſick may be heard a thouſand ways of Harmo-
; which being ſo obvious to common Obſerva-
, I ſhall not go about to demonſtrate; for that
wo may be varied two ways, ſurely by the
e of *Multiplication*, a Man may eaſily learn
many times 6, 7, 8, 9, 10, or 12 Bells
es may be varied, which will run almoſt *ad
nitum*.

. For the better obſerving the Ringing of
anges or *Rounds*, theſe three things are to be
ed.

1. *The Raiſing true in Peal.*
2. *Ringing at a low Compaſs*; and
3. *Ceaſing in true Peal*; all which three are the moſt eſſential Parts to render a Practitioner *Excellent*.

1. For *Raiſing a Peal of Bells true*, the modern and beſt Practice recommends the *ſwifteſt and quickeſt poſſible*, every one taking Aſſiſtance to raiſe his Bell, as its going requires: the *leſſer* Bells as *Treble*, &c. being by main ſtrength *held down* in their firſt Sway (or pull) to get time for the ſtriking of the reſt of larger Compaſs, and ſo continued to be ſtrong pulled till Frame high, and then may be ſlackned: The bigger as *Tenor*, &c. muſt be pincht or checkt over head, that the Notes may be hard to ſtrike roundly and handſomely. Obſerve that all the Notes ſtrike round at one Pull: I do not mean the firſt but 'tis according to the Bigneſs and Weightineſs of your Bells: However in raiſing a Peal, do not let one Bell ſtrike before the reſt, or miſs when the reſt do; this is contrary to the ſtrickt Rules of *true Ringing*: And this is called *Round-ringing*. Now if you deſign to raiſe a Peal of Bells for *Changes*, you ought to raiſe them to a Set-pull as the moſt proper for commanding the Notes and he who is not well ſkilled to manage his Bell at a ſet pull, will be apt to drop or overturn it, be in a Wood, and fruitleſly toil and moil himſelf. Therefore in practiſing the Setting of a Bell caſt your Eye about the other Bell-Ropes, during your managing your own, that you may accuſtom your ſelf to manage it according to the *Change*.

2. For *Ringing at a low Compaſs*, is thus obſerved: By keeping a due *punctum* or beat of time, in the ſucceſſive ſtriking one after another

f every Bell; the beſt Ringer being ſet to the *Treble*, that may guide and direct the reſt of the Notes in their due Meaſure.

3. *For ceaſing a Peal of Bells*; let them fall radually from a ſet Peal, checking them only t Sally, till the low Compaſs renders it uſeleſs; nd when ſo low, that for want of Compaſs, they an ſcarce ſtrike at Back ſtroak: then let the *Treble* Ringer ſtamp, as a Signal, to notify, hat the next time they come to ſtrike at the Fore-roke, to check them down, to hinder their riking the Back-ſtroke; yet Fore ſtroke con-inued, till brought to a neat and graceful himе, which may be the *Fine* to that Peal.

Thus much in ſhort, for *Raiſing*, *Round-ring-ng*, and *Ceaſing a Peal* of Bells; I come next o lead you forth into that ſpacious Field of Va-ety of *Changes*, and preſent you with Inſtructi-ns that may be meerly neceſſary, for the right nderſtanding the ſeveral kinds of them.

Now in *Ringing Changes*, two of our beſt Sen-es, are to be employed, *viz.* The Ear, and he Eye: The Ear, hearing when to make a *hange*; and the Eye directing the Bell in mak-g it: The Bells being the Object of the former nd the Bell ropes the Object of the Latter: And o render both the Eye and Ear uſeful in Ringing *hanges*, theſe five things are throughly to be nderſtood.

Firſt, Endeavour to diſtinguiſh the *Notes* of a *eal* of *Bells*, one from another while Ringing.

Secondly, Learn to apprehend the places of the *Notes*.

Thirdly, Underſtand the Precedency of *Notes*.

Fourthly, How to make a *Change* in *Ringing*,

Fifthly and *Laſtly*, How to Practiſe the fo foregoing Notions in General.

1. *To know the Notes of a Peal of Bells aſun* (which is eaſy in *Round-ringing*) in *Cha* is thus: Get the skill of Tuning them with y *Voice*, by imitating their Notes while *Ring* Or if you are acquainted, either by your ſelf Friend, with ſome *Singing-Maſter*, or one w has skill in *Singing*, get him to inſtruct you the true Pitch of any *Note*, and aid your diſt guiſhing them; otherwiſe you may be puzzled this, to know which is *Treble*, which *Second*, as in 532641, *&c.*

2. To know the places of the *Notes*; is no better to be apprehended than thus: The Pra tioner ought to form an *Idea* in his Head of t place of each *Note*, whether in a direct *Line*, *Obliquely*; and repreſenting them by a *Figur* his Mind, ſee (as it were) by the Eye of the U derſtanding each ſtroke of the *Bell*, as the T *ble*, 1. *Second* 2. *Third* 3, *&c.* ſo that as the is to direct him, when to make the Change, ſo right Apprehenſion of the Motion and Places the *Notes*, ought to be a means to guide his H

3. The Precedency of *Notes*, is of a very o vious Demonſtration; thus: In Ringing *Chan* the Fore and Back ſtroke, ſucceſſively follow one another, are properly ſaid to *Lye behind* o another, according to their places of ſtriking. in ſhort, in 12345. the *Note* that leads either Fore or Back-ſtroke, is ſaid to *Lye before* t reſt, and the laſt to be behind. As the 2 is ſa to lye behind the 1, ſo it lyeth before the 3; the 3 lyeth behind 2, ſo it lyeth before the And ſo of as many as are *Rung*.

4. The manner of making a *Change*, is ve

com

mmon, and needs no particular, but general
le; That it is made by moving one *Note* into
others place, Up and Down, as Occaſion re-
ires; but uſually made by two *Notes* ſtanding
e next the other, as hereafter may be obſerved.
Laſtly, In your Ringing *Changes*, theſe two
ings (in which conſiſts the practick part of
s Art) are to be rightly conſidered, *Firſt*,
adily to know which two *Bells* are to make
e ſucceeding *Change*. And *Secondly*, to conſider
you are concerned in it) what Bell you are
follow in making it. To underſtand which
e more perfectly, you muſt imprint in your
emory, the Method of the *Changes* prick'd in
igures, and to be expert likewiſe in ſetting them
wn divers ways, and making any *Figure* a *Hunt*
Pleaſure; and thus without pauſing or heſita-
ng to conſider the Courſe, you may throughly
derſtand the Methods; the Four preceding Ob-
rvations being firſt perfectly underſtood.

There are two ways of *Ringing Changes*, viz.
Walking them, as the Artiſts ſtile it; or by
hole Pulls, or *half-Pulls*: *Walking* is when in one
hange the *Bells* go round, *Four*, *Six* or *Eight*
mes; which is a moſt incomparable way to
prove a young Practitioner, by giving him
me to conſider, which two *Bells* do make the
xt ſucceeding *Change*, and in making it, what
ell each is to follow; ſo that by this means (by
s Induſtry) he may be capable of Ringing at
Whole-pulls; which is, when the *Bells* go round
a *Change* at Fore and Back ſtroke; and a New
hange is made every time they are pulled down
Sally. This was an Ancient Practice, but is now
id aſide, ſince we have learnt a more advantage-
us way of hanging our *Bells*, that we can man-

age a *Bell* with more eaſe at a *Set-pull* than merly: So that Ringing at *Half-pulls* is now modern general Practiſe; that is, when *Change* is made at Fore-ſtroke, another at Ba ſtroke, &c.

He that Rings the ſloweſt *Hunt*, ought notify the extream *Changes*; which is, wh the Leading *Bell* is pulling down, that he mi make the *Change* next before the extreme, ought to ſay, *Extreme*. By this means, betw the Warning and the Extreme there will be compleat *Change*.

Of Changes, &c.

There are two *kinds of Changes*, viz. *Pl Changes*, and *Croſs-peals*; which Terms do den the *Nature* of them, for as the firſt is ſtiled *Pla* ſo are its methods eaſy; and as the ſecond is *Croſs*, ſo are its methods croſs and intricate The firſt have a general method, in which all t Notes (except three) have a direct *Hunti Courſe*, moving gradually under each other, pla ly and uniformly: *Plain* are likewiſe termed *ſi gle Changes*, becauſe there is but one ſingle Chang made in the ſtriking all the Notes round, eithe at Fore or Back-ſtroke. But the Second is *vari ous*, each Peal differing in its Courſe from a others; and in *Croſs-peals as many Changes ma be made as the Notes will permit.* In ſhort, a to *Plain changes*, I ſhall not dilate on them here it being ſo plainly underſtood by every one tha lately have rung a *Bell* in Peal; all therefore ſhall add is this, that any two Notes that ſtrik next together may make a Change, which may be done either *ſingle or double*, as you liſt. The *ſingle*, by changing two Notes; and the *doub* by

changing Four, *i.e.* Two to make one Change d two another; which is however called *One uble Change*, and not two Changes; becauſe s made in ſtriking the Notes of the Bells once und.

Of Croſs-peals.

Or in theſe *Croſs-peals* we muſt obſerve the *ime Movement*, which ſets the whole Frame a oing, and that is called the *Hunt*, which hath *e conſtant uniform Motion throughout the eal*, and different from that of the other Notes; nd indeed by this the whole Courſe of the Peal ſteer'd. This keeps a continual motion through e other Notes, *i. e.* from leading, to ſtrike ehind, and from thence again to Lead; which called one *compleat Courſe*.

Some Peals upon *five Bells* conſiſt of ſingle ourſes, wherein are ten Changes, and twelve ourſes make the Peal. Others upon Five, conſiſt of double Courſes, wherein are 20 Changes to very Courſe, and ſix Courſes in the Peal.

Upon *ſix Bells* there are likewiſe *ſingle* and *ouble* Courſes, *viz.* Twelve Changes in every ingle Courſe, as in *Grandſire-bob*, *&c.* and Twenty-four Changes in every double Courſe, as n *College Bobs*, that being the firſt Change of very Courſe, wherein the *Hunt* leaves Leading: n ſhort, judiciouſly obſerve the firſt Courſe of ny *Croſs-peal*, and you will ſoon ſee the general Method of the whole Peal: All Courſes in Croſs-Peals agreeing in theſe following three Reſpects. Firſt, *In the Motion of the Hunt.* Secondly, *In the motion of the reſt of the Notes*: And thirdly, *In making the Changes.* Which three things being well, (to omit Inſtance of Demonſtration)

and narrowly observed, will be very helpful b in pricking and Ringing Courses; the first third for directing you in Pricking them, and first and second in Ringing them.

There is one Difficulty to be removed e'e can come to prick down those Peals I design to the Subject of the Discourse of this *Epitome*, a that is, *How to make the first Changes at the b ginning of each Peal.* I mean to make the *cond, Third. Fourth*, &c. *whole Hunts*, and in short is thus directed: In any *Cross peal* t *whole Hunt* may move either up or down at t beginning; and the Motion of the *whole Hu* in the first Course of each of the following Pe will direct the first Motion of any *Cross-Hunt*, by Consequence of making the first Change that Peal. Taking along with you this Observati

That whensoever the first Change of any Pe happens to be *single*, it must be made at the bac stroke, to prevent *cutting Compass*; and the li when a double Change happens first in a Peal *Triples* and *Doubles*: But when it happens, th the first Change is made at the Back-stroke, th Consequently the Bells at the end of the Peal w come round at a Fore-stroke Change.

I shall omit speaking to any of the several Pe on *four or five Bells*; for that in my opinion lit *Musick* is heard, though much *Practical Observe tion* is made from them; and therefore shall be gin with *Grandsire-bob*, as having mentioned but just before in my general View I made *Cross-peals*.

Grandsire Bob.

Bob Changes take their Name from this, w When the *Treble* leads in the *Second* and *Third*

d the *Fifth* and *Sixth's* places, then they are lled *Bob changes*. In Ringing which you are o observe these Rules, *viz.*

Whatsoever Bells you follow when you *Hunt* , the same Bells in the same order you must llow in *Hunting down*; as in the Changes here rickt, where the Treble hunting up, *first* follows *cond*, then *fourth*, and then *Sixth*; when it omes behind, *first* follows *second*, in hunting own *Fourth*; and when Hunting up follows *ixth* in the same Order: The like may be ob- rved in Ringing any other Bell, with this Dif- rence betwixt the whole Hunt and the rest, *viz.* very time the whole Hunt leaves the Treble's lace, and hunts up, it followeth different Bells, om what it did at its first hunting up.

In the ensuing Peal here prickt are *Eighteen ore* Changes, wanting one. It may be Rung ith any *Hunts*, and begin the Changes Triple nd Double: You may make your extream at the rst, second, or third *single Bob*; or the first, se- ond, or third time, that the half and *Quarter- unts* dodg behind; the *single* must be made be- ind in either of these.

123456	132546	516342	641253	236415
214365	135264	153624	614523	263145
241635	312546	156342	165432	621354
426153	321456	513624	*bob.*	612345
462513	234165	531264	156423	165243
645231	243615	352145	814632	162534
654321	426351	325416	541362	615243
563412	462531	234561	453126	651423
536142	645213	243651	435216	564132
351624	654123	426315	342561	546312
315254	561432	462135	324651	453621
				435261

435261	652431	653214	132654	136524
342516	564213	562341		135642
324156	564123	526431	123564	
231465	451632	254613	125346	153462
213645	415362	245163		*bob.*
126354	143526	421536	152436	135426
123645	*bob.*	412356	154263	153246
216354	134562	143265		152364
261534	315426	142356	145623	125634
625143	351246		*bob.*	126543
652413	532164	124536	154632	162453
564231	523614	125463		164235
546321	256341		145362	146325
453612	265431	152643	*bob.*	*bob.*
435162	624513	156234	154326	164352
341526	642153			
314256	461235	165324	145236	146532
132465	416325	163542	142563	*bob.*
134256	143652			164523
312465	*bob.*	136452	124653	146253
321645	134625	*bob.*	126435	142635
236154	316452	163425		124365
263514	361542		162345	
625341	635124	136245	163254	123456

Thus much for the *Grandsire-bob*; I shall next collect what *London* Peals I think most Harmonious, and agreeable, without troubling my self to go to *Oxford*, or *Nottingham*, or *Reading*, to enquire after their different Methods of Peals, as indeed needless; and my reason is this: Because I think the same Rules for Peals that are suitable to our *London Genius*, may challenge likewise an Acceptance amongst other *Cities*; provided their *Steples* are furnished with as many, and as good Bells, and their Belfree's with as ingenious

us and elaborate *Ringers* as here in *London*. I shall begin then with Peals upon six Bells, and rein in order, measure out the Delights on Peals om *Six* to *Eight* Bells, and setting out early, esent you with.

The Morning Exercise.

Doubles and Singles. The whole *Hunt* is the reble, which hunteth up into the Second, Third, nd Fourth places, lying twice in each; and then eth still in the Sixth place, having dodged be- ind, and makes another, and then *Hunts* down it *Hunted* up, and then leads four times. Ob- erving the manner of its Pricking, and its Practice ay excuse any further defining it.

123456	265143	163425	125643	143256
213465	265134	———	125634	134265
213456	265143	165243	———	134256
231465	261534	165234	124365	———
231456	216543	156243	124356	136524
234165	216534	156234	142365	136542
234156	126543	———	142356	*bob.*
243516	126534	154326	———	135624
243561	162543	154362	146532	135642
245316	162534	*bob.*	146523	———
245361	———	153426	*bob.*	132465
254631	164352	153462	145632	132456
254613	164325	———	145623	123465
256431	*bob.*	152643	———	123456
256413	163452	152643	143265	———

This will go a 120 Changes, and by making *Bobs*, 240, 360, 270.

A Cure for Melancholy.

Doubles and *Singles.*

I ſhould think it needleſs to explain the me thod of prick'd *Peals*, and give a large Defini tion of them, when their plain Demonſtratio might be ſufficient; however, as the old *Phra* is, *Becauſe 'tis uſual*, ſomething ſhall be ſaid this too.

The Treble is the whole *Hunt*, as in the former and leads four times, and lyeth behind as many and twice in every other place; the two Bells in the 3d and 4th places continue dodging, whe the Treble moves out of the 4th place, until it comes down there again, and then the two hind moſt dodge, till the Treble diſplaceth them; whi maketh every double Change, except when it lieth behind, and then the double is on the four firſt, and on the four laſt when it leads. Every ſingle (except when the Treble lies there) is in the 5th and 6th places; or if poſſeſſed by the Treble then in the 3d and 4th places: Every Bell (except the Treble) lies four times in the Second place: But enough; a Word is enough to the Wiſe. See it here Deciphered.

123456	243516	425316	145236	*bob.*
213465	245316	452136	145263	165423
213456	243561	452163	142536	165432
231465	245361	451236	142563	
231456	423561	451263	———	143652
234165	425361	415236	156423	143625
234156	423516	415263	156432	*bob.*
				134652

4652	125634	152436	156423	136254
4625	125643	———	156432	136245
———	126534	143526	*bob.*	———
2345	126543	143562	165423	124365
2354	———	*bob.*	165432	124356
3245	154263	134526	———	123465
3254	154236	134562	132654	123456
———	152463	———	132645	———

This will go 6 *score Changes*, but by making *bs*, it will go 240, 360, or 720. The *Bob* is double *Change* at the leading of the *Treble*, in hich the *Bell* in the 4th place lyeth ſtill.

London Nightengale.

Doubles and *Singles*.

The Whole-hunt is the Treble, wholyeth four imes before, and as many behind, and twice in very other place: The two hind Bells continue lodging, when the Treble moves down out of the ifth place, till he comes there again, the Bell in he Fourth place lying ſtill all the while: When he two hind Bells aforeſaid leave dodging, then he two firſt Bells take their dodging places, till diſpoſſeſſed again, by the return of the ſaid Hind Bells to their dodging; ard then they Ceaſe.

123456	234165	243561	425316	415236
213465	234156	423561	452136	415263
213456	243516	245361	452163	145236
231465	423516	425361	451236	145263
231456	243561	245316	451263	154236
				154263

134263	156324	142365	125643	1436
	156342	124356	152634	1436
126543		124365	152643	*bob.*
126534	134562			1463
162543	134526	136245	164523	1463
162534	*bob.*	136254	164532	
	135462	163245	*bob.*	1324
153624	135426	163254	165423	1324
153642			165432	1434
bob.	142356	125634		1234

This will go 120, and by making *Bobs*, 24 360, or 720.

College Bobs.

In this *Bob*, when the *Treble* leaves the t Hind *Bells*, they dodge till it comes there aga and till the *Treble* gives way for the dodgi again of the said two Hind *Bells*, the two Fir *Bells* dodge, but after Cease dodging, when t two Hind *Bells* dodge.

123456	243651	421635	152364	1653
214365	426315	246153	135246	*bob.*
124356	462135	241635	153246	1563
213465	641253	426153		
231456	642135	462513	126543	1325
324165	461352	&c.	125634	1352
321456	416235	165432		
234165	142653	*bob.*	164235	1243
243615	412635	156423	162453	1234
426351	146253			
246315	142635	143526	143652	
423651	416253	*bob.*	*bob.*	
246351	146235	134562	134625	
423615	412653			

Another.

Here every Bell, when it comes to lead, makes dodge before, then after one Change it lyeth ill; after it has made another dodge, it moves into the 4th place, where twice it lyeth ſtill; d down again, except the Treble happens to dge with it in the 4th place, then it hunts up hind. When the Treble moves down out of the place, the two Bells in the 3d and 4th place ntinue there, till the Treble comes up thither ain, the two hind Bells dodging in the mean me.

23456	265314	132564	135426	164352
24365	625341	315246	———	———
24356	263514	351426	153246	146532
23465	236154	534162	152364	*bob.*
31645	321645	351462	———	164523
26145	236145	534126	125634	———
31654	321654	*&c.*	126543	146253
26154	312564	153624	———	142635
62415	135246	*bob.*	162453	———
34251	315264	135642	164235	124365
64215	132546	———	———	123456
32451	135264	153462	146325	———
23541	312546	*bob.*	*bob.*	

Both theſe *bobs* will go *One Hundred* and *Twenty Changes*, and by making of *Bobs*, they will go 240, 360, or 720. And thus with little Variation, there are other *Bobs* may be made after the ſame manner, and afford as Admirable Muſick as poſſibly can be made on *Bells*. I ſhall there-

therefore haſten to finiſh this days Work, o
firſt preſent you with this one more called,

The City Delight.

Doubles and Singles.

The whole *Hunt* is the *Treble*, and lieth as b
fore in the *Nightingale*: When the Treble mor
out of the 3d place, the Singles are made in t
2d and 3d place, till the Treble repoſſeſſes h
3d place, and then behind, till it moves up
gain out of the 3d place. The two hind Bells dod
when the Treble moves out of the 4th place, t
he returns again; the Bell in the 4th place lyi
ſtill all the while.

123456	264351	154362	162534	143265
213465	265413	*bob.*	162543	143256
213456	256413	153426	126534	134265
231465	265143	153462	126543	134256
231456	256143	156234		
234165	251634	156243	124365	135642
234156	251643	165234	124356	135624
243156	215634	165243	142365	*bob.*
234615	215643	164352	142356	136542
243615	125634	164325	145623	136524
243615	125643	*bob.*	145632	132465
246351	152634	163452	*bob.*	132456
264351	152643	163425	146523	123465
246531	154326		146532	123456

This will go as many *Changes* as the laſt men
tioned, by making *Bobs*. And here I will ſhu
up this days Peal upon Six Bells with

The

The Evening Delight.

Doubles and *Singles.*

The whole *Hunt* is the Treble, and lies as before ſpecified, with this exception only: That it lodges in the 2d and 3d places, every time it *Hunts* up, and down. Obſerve when *Treble* goes to lead, and leaves of leading, the *Bells* in the 3*d.* and 4*th.* places lye ſtill, *&c.* Note the pricking this *Peal.*

123456	254163	164235	145326	156324
213465	245163	———	154326	*bob.*
231465	241536	162453	———	165342
213645	214536	126453	153462	156342
231645	241356	*bob.*	135462	———
236154	214356	162435	153642	153624
236154	124365	126435	135642	135624
236514	142365	———	———	153264
263514	124635	124653	136524	135264
265314	142635	142653	163524	———
256341	———	124563	*bob.*	132546
265431	146253	142563	136542	123546
256431	164235	———	163542	132456
254613	*bob.*	145236	———	123456
245163	146253	154236	165324	———

This Peal will go 123 Changes, and by making *Bobs*, as many as above.

Note that in all the foregoing Peals upon *Six* Bells, the Bobs are double Changes, and made always at the leadings of the *Whole-Hunt*. He that Rings the *Half-Hunt*, may beſt call *Bob* in all Peals.

I come now to the Changes upon Seven Be which tho' the ſeldom Practice of them mig excuſe my omitting them; yet becauſe I promi to ſay ſomewhat of them, I ſhall be as good as m Word, (the Character of an Honeſt man) a preſent you with a couple of Examples, and th proceed to Peals upon Eight: But this I mu crave leave to premiſe, That variety of Chang may be prick'd upon Seven Bells, as Triples, a Doubles, Triples Doubles, and ſingle Doubles, &c and the ſame Methods may be prick'd upon Se ven, as may be upon Five, the true difference Proportion being obſerved; but to proceed.

Dodging Triples.

Triples and Doubles, and indeed all Peals upo Six, may likewiſe go upon Seven Bells, thus,

1234567		
2143576	4523671	3514276
2415367	5432761	3152467
4251376	4523716	1325476
4523167	5432176	1352746
5432617	5341267	

Plain Triples.

1234567		
2143657	6745231	3517264
2416375	7654321	3152746
4261735	7563412	1325476
4627153	5736142	
6472513	5371524	

In this all the Bells have a Hunting *Courſe.*

Colleg

llege Triples, dodging before, and behind.

34567		
43576	2467315	4176235
15367	4276135	4712653
51376	2471653	7421635
53167	4217635	4726153
35617	4126753	7462513
36571	1462735	4765231
63751	1467253	

This Peal thus prick't, will go 84 *Changes*, d the Treble leading, and the *Half Hunt* lying xt it, and a parting *Change* (which is a double the four middlemoſt of the Six hind Bells) ing made, it will go 420, and by making *Bobs* 040.

Thus much ſhall ſuffice for Peals upon Seven lls, I proceed to Changes upon Eight.

Peals of Eight Bells.

Without amuſing our ſelves with what Notes re moſt *Muſical*, to *lye behind*, we will come to he matter of Fact; for thoſe Methods of Peals hat are prick'd on *ſix*, may be the ſame upon *ight*, Obſerving only, that Triples and Doubles pon Six, muſt be *Quadruples*, and Triples upon *Eight*.

The

The Imperial Bob.

Quadruples and *Triples.*

The Treble hath a doging *Course*, the two first, and two last Bells always dodge, till hindred by the Treble, the two next to these lying for one *Change*, dodge the next, till the Treble hinders them too, Those in the 5th and 6th places dodge (the Treble being behind) and those in the 3d and 4th places likewise dodge (the Treble being before) and so till hindred by the Treble.

12345678	42361875	16847253	14283675
21436587	24638157	16482735	———
12346578	42631875	———	18645273
21436587	24613857	18765432	18462537
24136578	42168375	*bob.*	———
42315687	24618357	17864523	16587432
24135678	42163857	———	*bob.*
42316587	41268357	16573824	15684732
24361578	14623875	*bob.*	———
42635187	41263857	15678342	18753624
24631578	14628375	———	*bob.*
42365187	14263857	17352648	17856342
24635817	41628375	17536184	———
42368571	14268357	———	15372846
24365817	41623875	13274586	15738264
42638571	46128357	13725468	———
24365871	64213875	———	13254768
42638517	46123857	12438765	13527486
24635871	64218375	12347856	———
42368517	46281357	———	12436587
24638157	&c.	24826357	12345678

By this method the Peal will go 224 Changes, by making of *Bobs* it will go 448, 672, 44. The *Bob* is a Triple Change at the lead of the Treble, wherein the Bell in the *Fourth* ce lies ſtill.

The next that comes to our Obſervation, and wers to what we firſt hinted at in the beginning this diſcourſe of Peals upon Eight Bells, I mean *ecedency in Title*, is the

Bob Major.

Plain Quadruples and *Triples.*

In this all the Bells have a direct *Hunting urſe*, until the Treble leads, and then the ſix dmoſt Bells dodge.

2345678		
1436587	86745231	35172846
4163857	87654321	31527486
6218375	78563412	13254768
6281735	75836142	31527486
4827153	57381624	
8472513	53718264	

By this method this will go 112. And by mak- *Bobs*, 224, 336, or 672. The *Bob* is a *iple Change*, as in the foregoing *Imperial* is ecified. By making two *Extreams*, it will go 344, and with four *Extreams*. 2688.

All Peals upon ſix Bells, wherein half the hanges are Triples, will go upon Eight accord- g to the method before-going, thus; If it be a al upon ſix, conſiſting of 360, or 720 Changes, then

then there must be five *Hunts* in the Ringing it upon *Eight*, the Treble being the first, 2 Second, &c.

College Bob Major.

Quadruples and *Triples.*

There is four ways of pricking these. T first hath single Dodging behind, and is th Peal'd.

The First.

12345678		
21436587	56348271	78136
24163578	53684721	71863
42615387	35867412	17685
46251378	38576142	16758
64523187	83751624	
65432817	87315642	

The Second.

This hath Single Dodging before and behin thus prickt.

12355678		
21436587	42358671	42173
24163578	24385761	41237
42615387	42837516	14328
24651378	24872156	13482
42563187	42781365	
65432817	24718356	

The

The Third.

This hath double Dodging behind, thus Prickt.

345678		
436587	63548271	78153624
135678	65384721	71856342
316587	56837412	17583624
261578	58673142	15786342
625187	85761324	
452817	87216342	

The Fourth.

This hath double Dodging before and behind th, thus.

345678		
436587	42638571	42167358
135678	24368751	41263785
316587	42637815	14627358
361578	24367185	16423785
635187	42631758	
365817	24613785	

These may be prick'd several other ways, but t I omit here for Brevities sake; the *Dodging* without Intermission, except an hinderance nes by the *Treble*; as likewise between two ls, until *Treble* parts the Fray. The *Bobs* are *ple Changes*, as the *Treble* leads; in the 1*st*. and 6*th*. the Bell in the 4*th* place lies still he *Bobs*, and in the 3*d*. 4*th* and 5*th*. that in 2*d* place lies still.

Each of these will go 112 Changes, and by king *Bobs* 224, 336, or 672.

College Triples Dodging both before and behind.

This Peal is the ſame for *Bobs*, as the *Bob Major*, and will go as many Changes by making *Bobs* or otherwiſe, as any of the foregoing Four, and thus Peal'd.

12345678		
21436587	42568371	42157836
24153678	24586731	41275863
42513687	42587613	14725836
24531678	24578163	17452863
42536187	42571836	
24563817	24517863	

The Wild Gooſe Chaſe *Triples.*

The Explanation ſhall follow the Peal, intending here to put an end to my *Epitome* of the *Art of Ringing*, and therefore ſhall firſt preſent you with this Prick'd thus.

1224567

2345678		
5367284	37625481	15327684
1637248	73265418	13572648
2613784	72356141	31752684
6231748	27531684	37125648
3271284	25713648	73215684
5728214	52173684	72351648
7582241	51237648	

In this Change the 4th Bell muſt firſt hunt up o the Sevenths place, and then the 4 and 8 al- ys dodge behind throughout the Peal, unleſs en obſtructed by the *Treble*. The Bell that oves up into the 6 place, when the *Treble* moves ence down, lies ſtill there, till diſplaced by the *eble*; during which time the two hind Bells dge, and the *five* 1ſt go a perfect *Hunting-courſe*, d when likewiſe the *Treble* moveth out the 5th ce the five firſt Bells go a *Hunting-courſe*, it comes down there again: By this method will go 80 Changes, and by *Bobs* 160, 240, or o. The *Bob* is made as in the foregoing anges.

And here I thought to make an end of the *Art* *Ringing*, but *Cynthius aurem vellit*, the young ctitioner, whoſe only Information is hereby ed at, plucks me by the Sleeve, and tells me the Ear, that tho' Peals upon ſix, as *Triples* *Doubles*, &c. make excellent Muſick upon ht *Bells*, 48, 68, 41, or 28, lying behind: *Triples* and *Doubles* upon the ſix middle Bells, *Tenor* lying behind; yet for him who is not ved to ſuch a perfection of Skill, as to Ring ſe compleat Peals, the moſt proper and eaſy

for him are *Set-changes*, which are founded
theſe *Grounds*.

Firſt, *Placing the Bells Fifths*; thus the
muſt hunt up behind the 7, the 3 behind the
and the 2 behind the 5; or the One may h
down under the other, as the 5 under the 2,
6 under 3, and 7 under 4. Or if you will,
let a *Single*, next a *Double*, and then a *Tri*
Change be made on the middle Bells, all com
to the ſame effect; for then the Changes will
Fifths, thus, 1 5, 2 6, 3 7, 4 8. In the P
four *Concords* are to be regarded, The firſt 1
the ſecond 2 6, the third 3 7, and the fourth
Theſe four *Concords* may go the Methods
any Changes upon four Bells; 1 5 being tak
for the *Treble*; 2 6 for the *Second*; 3 6, for
Third; and 4 8, for the *Fourth*; and the C
cords may change places with one another,
you liſt, In which this Obſervation is highly n
ceſſary, that the two Notes of every *Concord* m
conſtantly attend each other in their Motion; t
is, whenever one of the two Notes moves,
other muſt follow it.

Or Secondly, *Place the Bells Thirds*; thu
The 6 4 and 2 muſt hunt up, or elſe the 3 5
down; or otherwiſe on the middlemoſt Be
let a *Triple*, *Double* or *Single* Change be ma
are to one effect; and then the *Bells* will
Thirds, thus, 1 3, 5 7, 2 4, 6 8. Herein
four *Concords obſervable*; as in the former P
viz. 1 3, 5 7, 2 4, 6 8. Theſe *Concords* m
go the Methods of any Changes upon Four Be
1 3 being taken for the *Treble*, 5 7 for
Second; 2 4 for the Third; and 6 8 for
Fourth; moving in the ſame manner as befo
ſhewed.

By these *Grounds* Variety of excellent and usical Changes are to be rung; *any Concord ay be made a Hunt*, and to move up and down the beginning.

In Ringing these *Set changes*, the Note will sometimes *Fifths*, sometimes *Thirds*, and th, and then to *Clam* them, is admirable Mu-k: Clamming is, when each *Concord* strike gether; which being done true, the 8 will rike as but four Bells, and make a Melodious armony. You may *Clam* two or three bouts, d then strike as many times Open, alternatively, e Clam one Pull; and open the next, *&c.*

Vocal Musick: *Or, Plain and Easy Directions to Sing by Notes, wherein with a little Help, any one who is Musically given, may be perfected in a short time.*

MUSICK, especially Vocal, has been of such high Esteem in all Ages, that it is accounted no less than a Divine Science; producing such Concordance nd Harmony, that it cheereth and rejoyceth the earts of Men, and is delightful to every Creature. is certainly an Addition to the joy in Heaven, here the Saints and Angels sing Halleluja's and

Songs of Praises before the Throne of God, *Austin* tells us, that it is the Gift of God to M as well as to Angels, and a Representation Admonition of the sweet consent and Harmo which his Wisdom hath made in the Creation Administration of the World. But not to P logue on what every where so much commends self, I shall sum up what in that Nature is ex dient in a few Verses, and so proceed to Subject Matter, *viz.*

Nature, which is the vast Creations Soul,
That steady curious Agent in the whole,
The Art of Heaven, the Order of this Fram
Is only Musick in an other Name:
And as some King Conquering what was his
Hath choice of various Titles to his Crown,
So Harmony on this Score now, that then,
Yet still 'tis all that takes and governs Men:
Beauty is but Composure, and we find
Content is but the Concord of the Mind;
Friendship the Unison of well tun'd Hearts,
Honour the Chorus of the noblest Parts.
And all the Worlds good on which we can reflect
Is Musick to the Ear, or to the Intellect.

There are to make up a Musical Harmon computed seven Notes; now in the easiest wa expres'd by the 7 Letters of the Alphabet, vi *A, B, C, D, E, F, G.* And if it so fall out, t a Voice or Musick gradually rise or fall more Seven Notes; the subsequent 8th, 9th, &c. or 2d will in the same Order proceed, bearing the li Relation each to the other, as the 1st, 2d, 3d, &c to which they respectively are *Eights.* And that from hence every Eighth Note, being

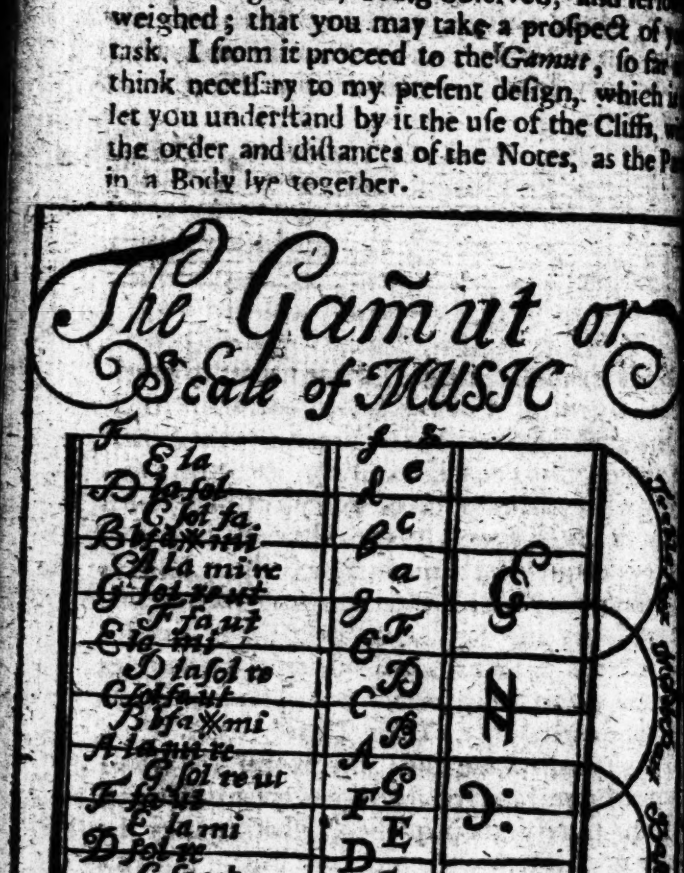
ture a like, is called by the name of that to ich it is an Eighth; however above or below it; for the better understanding the various ical Compositions out of these Notes, Musi- ns have devised and made use of Lines and aracters, that as a Language, they may be derstood and Communicated by Book, for the truction of the unlearn'd: As in the following roductory Example, you will perceive;

In this Example, before I come nearer to parti- lars in general, observe first, that those Cha- cters you observe at the beginning of the Lines, e termed Cliffs or Claves, Keys to open, and nify what part or pitch of Voice, *viz.* the *Treble* an or *Basse* properly the Notes belong to; likewise on what Line or Space the 7 Letters pressing the Notes is placed. And then again, e five Lines and Spaces between them are use- l, as Steps or Gradations, whereon the degrees Sound are to be expressed, or the Notes ascend- g and descending: Then Thirdly, the Cha- cters placed on the five Lines, express the Notes emselves, or stand for them; and their difference form, signify their quality, whether they be nger or shorter.

Your care must therefore be in this, and the apters following, to consider well in the first ace, the *Gamut*, to learn the use of the Cliffs:

Next to that, the Names of the Lines and Spa
whereby you may readily know how to c
Note, as it ſtands on any of the Lines, and thi
how you ſhould Sing thoſe Notes in right Tu
well by degrees, as leaps; and laſt of all, to
each Note its due Quantity of Time.

This in general, being obſerved, and ſerio
weighed; that you may take a proſpect of y
task. I from it proceed to the *Gamut*, ſo far
think neceſſary to my preſent deſign, which i
let you underſtand by it the uſe of the Cliffs, w
the order and diſtances of the Notes, as the P
in a Body lye together.



The consistence of this Scale is of Eleven Lines, with the intermediate Spaces, and contains the Places of all the Notes that are made use of Ordinarily in Vocal Musick. In the first Column you will find placed the Old Notes, being set down, that you may see what they are. And in the second Column you are shewed which of the Seven Letters properly belongs to each Line and Space. The Third Column contains the Cliffs, or Signed Keys, demonstrating how many degrees of Notes they are one above another, which once circumspectly observed and known, the other Degrees of Distance are with more ease computed. And here

Five of these Lines, with their Spaces, are usually sufficient for the pricking down any Tune, for which reason this Scale is divided into three Parts or Staves, compass'd in with Arch'd Lines; and of these the lowermost five are proper and belonging to the *Bass*, and are known by this mark 𝄢 on the line of *F*, usually, therefore called the *F. fa ut* Cliff or Key; because it opens to us the letters standing on the other Lines and Spaces, as in the ensuing Chapter will appear. As for the uppermost five Lines, they contain the highest of the Notes, and so belong to the Treble or highest Part. The Key to which is marked in this manner, 𝄞 and sometimes *G S* on the lower Line but 𝄞 one.

The middle part or Tenor, usually takes in 2 of the upper Treble Lines; also 2 of the Bass Lines, that in the middle only being proper to it it self, known by this mark placed on it, 𝄡 for the Cliff or Key, its place being properly 𝄡 in the middle Line, however it is many times placed on one or other of the other Lines; and note whichever the

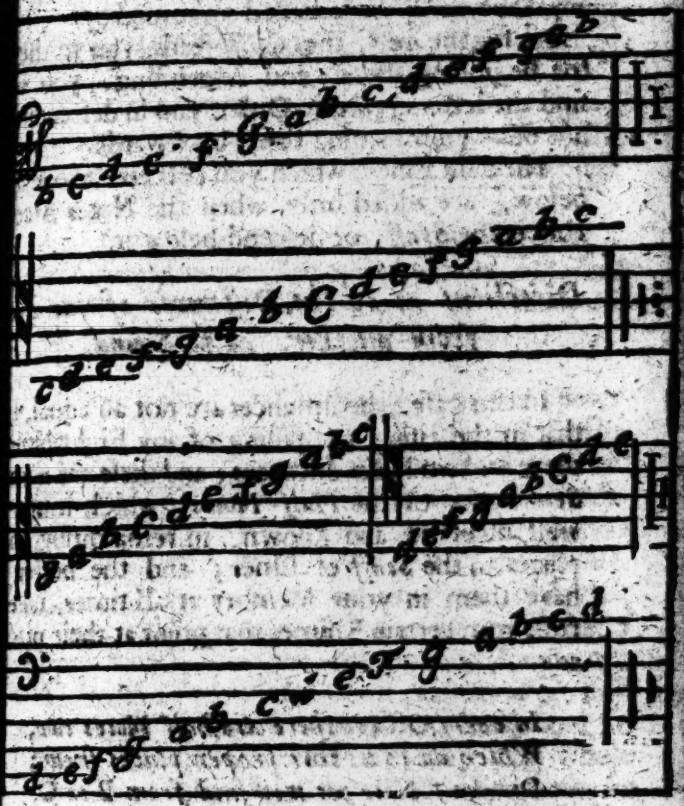
Cliff stands on; that Line is the place of C. and accordingly the other Lines are to be reckon'd. Sometimes likewise we find the *Bass Cliff* is removed to the middle Line, and upon such removal, that Line is *F*, &c. and tho' this manner of shifting the *Cliff* is troublesome, yet Custom and Practice having made the knowing of them necessary, you ought to be very well understanding in the manner of them, if you would be well skilled in Vocal or Instrumental Musick.

The Names of the Lines and Spaces.

Having thus far plainly proceeded to Introduce the beginner or learner, I now lead a step further to the Names of the Lines and Spaces, which is a thing very material in the beginning of learning. For in the *Gam-ut* having seen how the Notes lye together in a Body, it will be proper to know how you must take them into parts according to the several Cliffs, which are three in Number, three beginning usually, as most commonly with the uppermost, And in these your first care will be to learn the Names of the Lines and Spaces, which are opened to you by the Cliff or Key; and these are in Number Seven, expressed in the 7 Letters *A*, *B*, *C*, *D*, *E*, *F*, *G*, which for a more perfect Sounds sake, and other reasons to be given, you must pronounce or call *La*, *B*, *Ce*, *D*, *Le*, *Fâ*, *G*, and this *Fâ* must be pronounced broad &c.

These and the like Names the Notes receive for two Reasons; the first is, because the Voice is best sent forth in expressing some Syllable; as likewise that this number of Notes might be known by as many distinct Names, as for their places in the Cliffs: See the Plate following.

And



And it will be very neceſſary, that you ſhould begin with and keep to one *Cliff* at the firſt, as it pleaſes you to chuſe, or as either of the three beſt agrees with your Voice for a high or low Pitch. Having gone through all the Rules, and being perfect in that, then it is fit you ſhould proceed to the other. There is no need you ſhould meddle or trouble your ſelf with the *Tenor* or *C Cliff* becauſe it keeps no certain place; you muſt obſerve however, before you go further, to be ready at naming the Lines and Spaces, ſo readily

to

to tell, as soon as you look on them, what le
any Line or Space is called or named by.

As for the rest, the *Cliff* leads you to th
for beginning there, and Ascending, you
find the letters lying in Order, and in descendi
it is only your naming them backwards.

The dash Lines, which you perceive above
below, are added only when the Notes Asc
above the *Staff*, or descend below it.

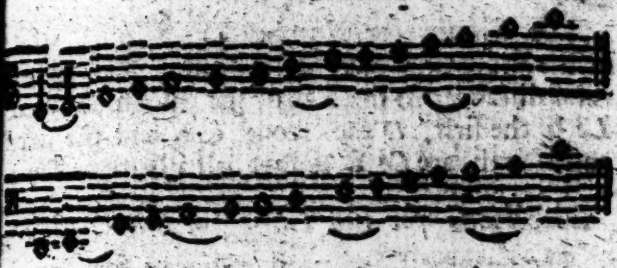
Directions as to the Distances of one N from another, as to Sound.

In this case, the distances are not all equal,
that in the rising and falling of any Eight Not
there are two lesser distances; and these are na
Semitones, or the *Half Notes*, which mu
well observed and known, in remarquing th
places in the *Staff* of Lines; and the bette
have them in your Memory at all times, take
rule from certain Rhimes that point at their pla
viz.

In every Octave there are half Notes two,
Which do to us their proper places shew;
One half Note yet will find from B *to* C,
The other half one lies twixt Fa *and* Le.

The *Octave* mention'd as an Eighth, and th
Rule denotes the ordinary places where you
to sing the Half Notes, when there are no Fla
or Sharps placed or set in the Lines, *viz.* between
and *Cc*, and twixt *Le* and *Fâ*; these ♭ Flats a
Sharps you will find thus marked ♯ and wh
the *Semitones*, or *Half Notes* are shifted, th
are known by them when they are found upon
Lines.

Obse



Observe, that in these Staves or Lines, you find the Notes Gradually Ascending, of which the Pairs marked with Arches are half a Note distant.

This Marginal Figure shews to the Eye the distance of the Seven Notes one from another, the Letters Guiding or Directing to the Particulars, whereas you perceive *B*, *Ce*, and *La*, *Fa*, lying near unto the rest, so must their Sounds be nearer when you come to Tune your Voice in harmony, *&c.* and the better to express with your Voice, and so observe the difference between half and whole distances of Notes; Sing often over these six Mona-Syllables, *viz. One*, *Two*, *Three*, *Four*, *Five*, *Six*, distinctly, as is to be observed in the Tune of Six Bells; and when you have done it many times, Sing only *One*, *Two*, *Three*, *Four*, and there stop, repeating three four by themselves for they are *Semitones* distant in Sound, and the rest are alone, or a whole Note distant each from the next; so that by a little Judicial Observation you will perceive the three and four Bells to be a lesser distance in Sound than the other.

The

The Figures or Number, 1, 2, 3, 4, 5, 6 in the foregoing Marginal Figures, shew the several distances to the Eye of the six Notes where *Le* is the first, *D* the second, &c. and the third and fourth, are *Ce B*, distant half a Note or Tune.

Directions for the Tuning of Notes, &c.

The propereſt and moſt eaſy way for Tuning your Notes rightly, muſt be conſidered either in following the Voice of one skill'd in Muſick, or Singing, or ſome ſuch Tuned Inſtrument, as is accommodated with Frets or Keys, which are the readieſt and only ways as yet made uſe of by Practitioners. That of a Maſter being moſt common, but where none of theſe can be had by the party deſirous to Learn, I ſhall lay down the following Directions, which will very much Inſtruct one that hath a Muſical Ear, eſpecially ſuch a one as has heard, and can ſing the Notes of the Six Bells, of which I preſume, there are few, whoſe Genius leads them to the Science of *Muſick*, are Ignorant.

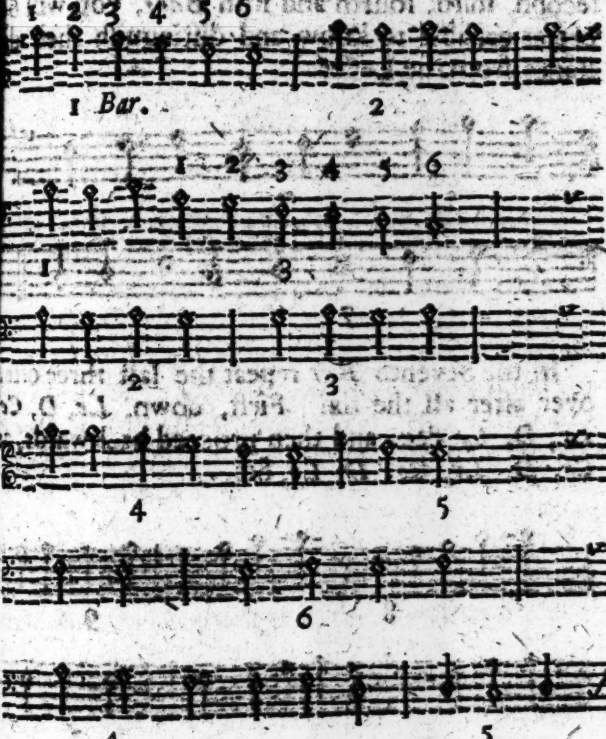
Let me put then, Suppoſing that you can Sing, *One*, *Two*, *Three*, *Four*, *Five*, *Six*, right; then ſhall I by the help of theſe Notes, proceed to ſet you further in the right, and lead you to all the reſt.

Conſider well then, that beginning to Sing the firſt Note, let it ſtand on what Line or Space it will, you may ſing it with what Tune you think fit, either high or low, (as to the pitch of your Voice) but with this caution, that you reckon how many Notes you have above or below it, that your Voice in its pitch may be ſo managed as to reach them both without Squeaking or Grumbling, or any harſh or rough Indecency of Soun'.

For

For applying which six Notes, observe this
st Example;

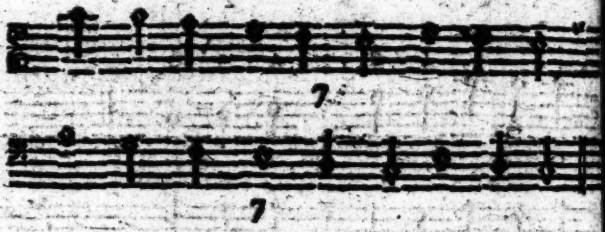
Make your beginning with the first *Bar*, and
th a high Voice Sing the *Six Notes* you view
the *Staff* divers times, calling them over by the
mber, *viz. One, Two, Three, Four, Five,*
x, as in the foregoing Section; when that is
one, Sing the same Notes by their Names, *viz.*
a, G, Fa, Lo, D, Ce, in the Tune of six
ells.



2. In

6

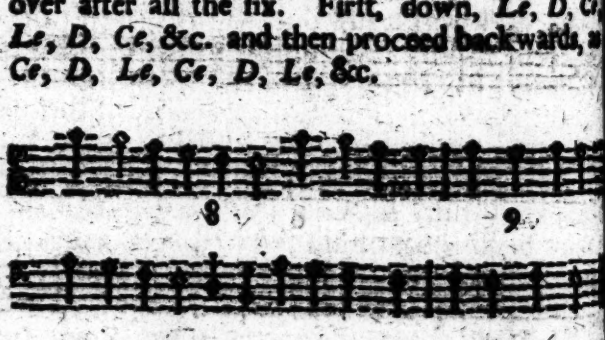
2. In the second and third *Bars* you mu
Sing the two first Notes of the six by themselv
forward and backward: Repeat all six in t
fourth *Bar*, and in the fifth and sixth *Bars* let th
two last Notes be repeated, *viz. D, Ce,* forwa
and backward, and these Notes are a whole To
distans, and by often repeating these Notes in th
second, third, fourth and fifth *Bars*, you will b
better capable to know and distinguish their d
stance from the Lesser.



7

7

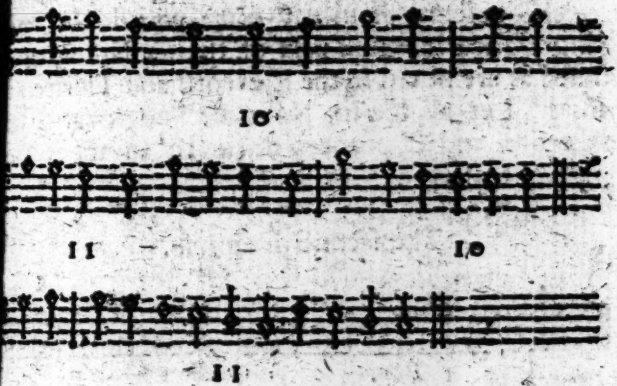
In the Seventh *Bar* repeat the last three ofte
over after all the six. First, down, *Le, D, Ce,*
Le, D, Ce, &c. and then proceed backwards, a
Ce, D, Le, Ce, D, Le, &c.



8 9

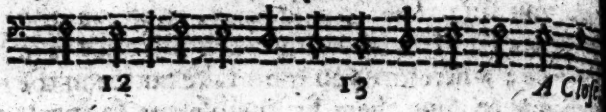
Observe in this Eighth *Bar* after all six often t
repeat the four first, as, *La, G, Fa, Le,* an
whe

hen you ſing them particularly, obſerve the
o Notes *Fâ*, *Le*, by reaſon their diſtance is a
emitone; wherefore you muſt take notice in the
inth *Bar* to Sing them by themſelves ſo many
nes as you can conveniently fix them in your
emory, as to their diſtance, for in this you will
nd it ſomewhat difficult to Sing the half Notes
ue in their proper places.



Obſerve here in the tenth *Bar* to Sing the
four firſt Notes in their order downwards and up-
wards, and in the Eleventh *Bar* you muſt firſt
Sing the ſix Notes in their proper order: After this
repeat the four laſt Notes, *viz.* *Fâ*, *Le*, *D*, *Ce*,
taking Notice to leave out the two firſt Notes,
viz. *La*, *G*, continually obſerving to Mark the
Semitone between *Fâ*, *Le*, which two Notes you
muſt Sing by themſelves in the Twelfth *Bar*.

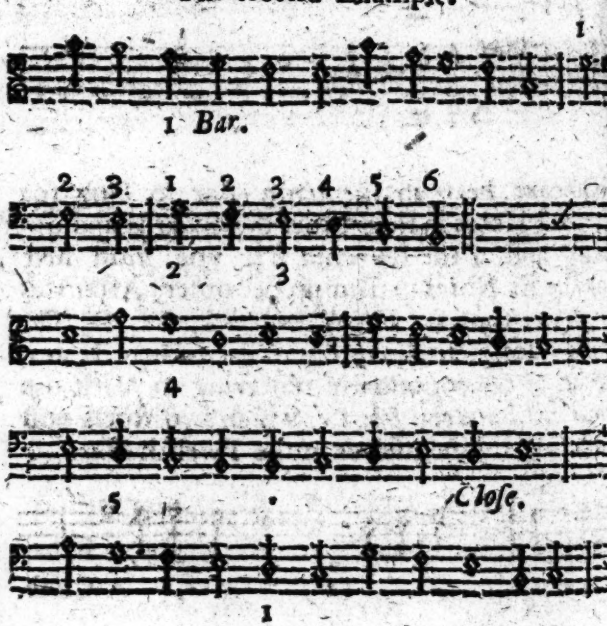
Take

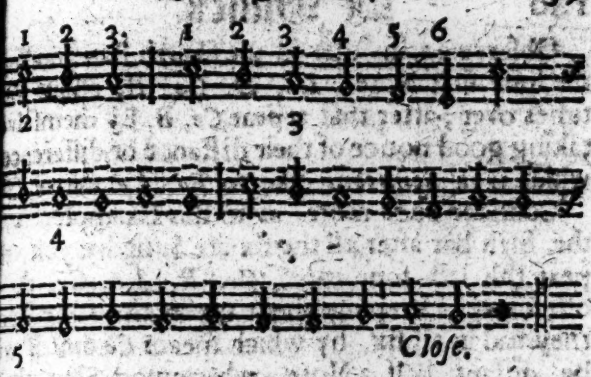


Take notice now further, that in the thirteenth *Bar* you ſing *Fâ, Le, D, Ce*, down and up, as you find them pricked, and obſerve eſpecially the three laſt, *viz. Fâ, Le, Fâ*, for this reaſon, *viz.* that it is a common cloſe or ending of Tunes.

Alſo obſerve, if in any place you doubt you Sing right a repeated part of the ſix Notes, premiſed as are noted in the Eleventh and Thirteenth *Bars*: Let all the ſix Notes be Sung over again in order, and ſo proceed diſtinctly to try at the parts themſelves.

The ſecond Example.





You having now gone over the former Examples, muſt proceed by the ſame clue of Six Notes to deſcend three Gradations or Steps lower, *viz.* to *G.* which is to the ſecond Note of the firſt ſix, an *Octave* or Eighth.

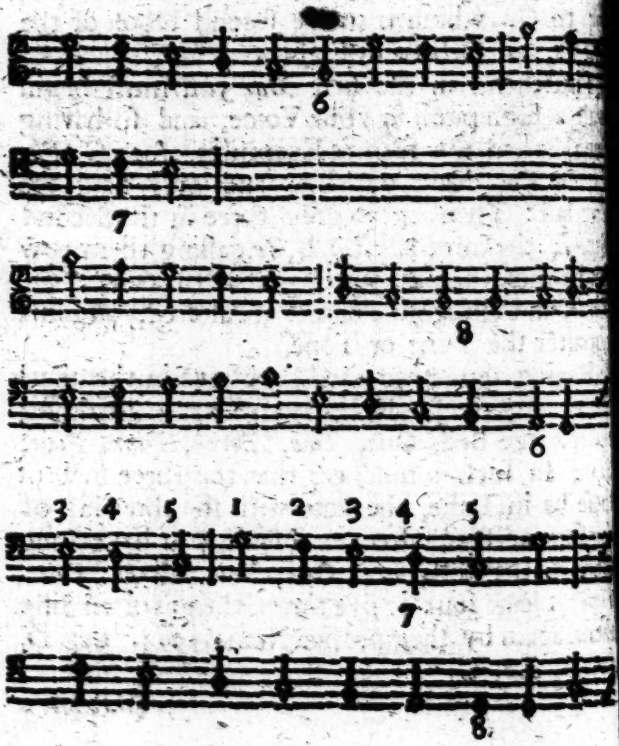
Firſt then, in the firſt *Bar* you muſt begin with a high pitch in your Voice, and ſo having ſung, as in the former Examples, *La, G, Fa, E, D, Ce,* leave out *La,* and only Sing the five laſt: Then repeat only three in the Second Bar, *viz.* the three laſt, *La, D, Ce,* calling them now not by thoſe names, but by that of *One, Two, Three,* and though the names are altered, you muſt not alter the Tune or Tone.

Having thus proceeded, obſerve in the third Bar to Sing the Six Notes from *Le* to *G,* naming them as the Bells *One, Two, Three, Four, Five, Six*; In ſuch a manner, that the three firſt of theſe be in Tune, the ſame with the three laſt of the former Six; after, as I ſaid, you have Sung them as the Bells, *viz. One, Two, Three, Four, Five,* at leaſt four or five times, then as often Sing them again by their proper Names, *viz. Le, D, Ce, B, La, G.*

Obſerve

Observe again, that in the fourth Bar you S the four first Notes, *La*, *D*, *Ce*, *B*, about f times over; after that repeat *Ce*, *B*, by themsel taking good notice of their distance or differenc which is a *Semitone* like to *Fa*, *Le* above,

Consider once more, as to this Example, a the fifth Bar after all the six are Sung by you, peat the last four, *viz.* *Ce*, *B*, *La*, *G*, do often over, keeping them up in the same To they had in all six, by which means *Ce* and *B* be distant half a Note, whereupon Sing th backward, *viz.* *G*, *La*, *B*, *Ce*, and at the repeat *D*, *Ce*, as you did *Le*, *Fa* at the thi teenth Bar before set down.

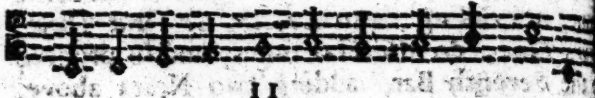


Observe further now in these Six Bars, that
t when you have Sung all six in order, Sing the
ee first *Le*, *D*, *Ce*, and there stop; then pro-
d to Sing those three over again in the same
ne, not calling them *Le*, *D*, *Ce*, but *Three*,
ur, *Five*; do it several times, and so proceed
the Seventh Bar, adding two Notes above,
d Sing them on the five Bells, *viz.* *One*, *Two*,
ree, *Four*, *Five*, three or four times; then
ll them by their Names, *viz.* *G*, *Fa*, *Le*, *D*,
, then proceed to the Eighth Bar, and add to
e other five *D*, *La*, *G*, to make up an *O-*
ave, keeping in your Mind the distances, as
u Sing them in the former Examples; and by
is means you have the whole *Octave* or Eight
otes from *G* to *G*, which must be practised
own and up, and when you are perfect in it,
o as to sing your distances true with the *Semi-*
nes in their right places, the following directi-
ns will lead you through the rest of the Notes to
ng any other *Octave*, beginning at any other
Letter.

9 10

Begin at *Le* again in the Ninth Bar, and begin
he six Notes, *viz.* *Le*, *D*, *Ce*, *B*, *La*, *G*, in
proper order, that done, repeat the two last
Notes, *viz.* *La*, *G*, by themselves: so proceed
to the tenth Bar, and Sing *La*, *G*, *Fa*, *Le*, *D*,
Ce, so that *La* and *G*, may be the same in Tune

as you found them in the former Six; and if be your Voice will not reach *Ce*, at the pit you began the first Bar, then Sing as far as you can, or begin at *Le*, at the ninth Bar higher. Sing ing these three last Bars distinctly from the For going.



11

In the Eleventh Bar you must Sing backward your six last Notes, *viz. Ce, D, Le, F G, La*, rising from *Ce*, to *La*, so going one step backward to *G*, rise to *Ce*, as in the foregoing fifth Bar, which is an *Octave* to the lower *Ce*. And thus much may suffice for the Beginner to practice on, which, if well understood, will bring him in to Sing Notes in any Tune.

Of COCK-FIGHTING.

HErein let us first observe the choice of a *Cock* of the Game, directed by these four Characters following: That he be

1. Of a strong *Shape*, proud and upright, and for this the *Middle-siz'd*, neither to small or too large, is best, because most matchable, strong and nimble. His *Head* small like a *Sparrow-Hawks*; his *Eye* large and quick; *Back* strong crook'd at the setting on, and coloured as the Plume of his Feathers; the *Beam of his Leg* very strong, and colour'd as his Plume; *Spurs* long, rough and sharp, hooking inward.

2. Of

2. Of a good *Colour*, and herein the Gray, ellow, or Red Pyle, with a black Breaſt, are to e preferred; the Pyde rarely good, and the hite and Dun never. A Scarlet Head is a deonſtration of Courage, but a Pale and wan of intneſs.

3. Of *Courage true*, which you ſhall obſerve his proud, ſtately, upright ſtanding and walkg, and his frequent Crowing in his Pen.

4. *Of a ſharp and ready Heel*, which (in the pinion of the beſt *Cock-maſters*,) of high Eſtiation; a *ſharp-heel'd Cock, tho' ſomewhat falſe better* (as diſpatching his Buſineſs ſooneſt) *an a true Cock with a dull Heel.*

For Breeding, the beſt ſeaſon is from the oon's encreaſe in *February*, to her encreaſe in *arch*. The *March* Bird is beſt. And now ſt get a *perfect Cock to a perfect Hen*, as e beſt Breeding, and ſee the Hen be of an exllent Complexion (*i. e.*) rightly plumed, as ack, brown, ſpeckt, grey, griſſel, or yellowh; tufted on her Crown, large Bodied, well oked, and having Weapons, are Demonſtrations Excellency and Courage. Obſerve further her mportment, if friendly to her Chickens, and vengeful of Injuries from other Hens.

When the Cock and Hen-Chickens, (going till w promiſcuouſly one with another) begin to arrel and peck each other, part them and ſerate their Walks: And the beſt for a Fighting ck, are private and undiſturbed Walks, as *ind-mills*, *Water-mills*, *Grange-houſes*, *Parkdges*, &c. and their Feeding place on ſoft round or Boards; and have for his Meat *white rn*, or *White-bread-Toſts*, ſteept in Drink, or rine, is good, both to Scower, and Cool them.

And

And do not debilitate and debauch his Courage a Strength, by having too many *Hens* to w with; three *Hens* are enough for one *Cock*.

If before they be six Months Old, any of yo *Chickens Crow* clear and loud, and unseasonabl then to the Pot or Spit with them, they are Co ards; the true *Cock* is long e're he gets his Voic and when he has gotten it, keeps good and judic ous Time in Crowing

Next observe your *Roosting-Perch*, for th makes or marrs a *Cock*? for forming of whic consult the best *Cock-Masters* Feeding-Pens, a the Perches there, and accordingly proportio your own; take care that the Ground underneat the Perch be soft, for if it be rough and hard, leaping down he will hurt his Feet, and mak them Gouty and Knotty.

For the *Dieting*, and *Ordering* of your Co for Battle, observe these Rules. Let your Co be full two years Old, then in the latter end o *August*, take up and Pen him, (it being now *Cocking-time* till the end of *May*) and see that h be sound, hard feather'd, and full summed.

The first four days after Penning, Feed hi with the Crumb of Old *Manchet* cut into squar bits, thrice a day, and with the Coldest, an Sweetest Spring-water that can be had. And af ter you think by this time he is throughly purge of his *Corn*, *Worms*, *Gravel*, and other cours Feeding, take him in the Morning out of the Pe and let him *Sparr* with another *Cock* some time to heat and chafe their Bodies, break Fat and Glut and fit them for Purgation; first having covere their Spurs with Hots of Leather, to hinder the Wounding and drawing Blood of one another.

After

After they have ſufficiently *Sparred*, that they nt again, take them up, and remove their Hots, d prepare them for a ſweating Bout thus: Take *utter* and *Roſemary*, finely chopt, and *White-ar-candy*, mixt together; and give them the antity of a *Wallnut*; which will Scower, engthen and prolong Breath: Then having rpoſely deep *Straw Baskets*, fill them half y with *Straw*, put in your *Cock*, and cover him ch Straw to the top; lay the lid cloſe, and let m ſtove till the Evening. At Five a Clock e him out, and lick his Head and Eyes with ur Tongue, then Pen him, and fill his Trough h Manchet and hot Urine.

After this, take a Gallon of Wheat, and Oat-al-flower, and with Ale, half a Score Whites *Eggs*, and *Butter*, work it into a ſtiff Paſt; ke it into broad Cakes, and when four days l, cut it into ſquare Bits.

The Second day after *Sparring*, bring your ck into a Green cloſe, and ſhew him in your ms a *Dunghil Cock*, then run from him, and ure him thus to follow, ſuffering him now and n to ſtrike the *Dunghil Cock*, and ſo Chaſe m up and down for half an Hour, till he pants ain; and thus Heated, carry him home, and our him with half a Pound of *Freſh-butter*, beat-with the Leaves of the *Herb* of *Grace*, *Hyſop*, and *ſemary*, to the conſiſtence of a Salve, and e him the quantity of a *Wallnut*; then *Stove* d *Feed* him as above. And thus for the firſt rtnight, Spar or Chaſe him every other Day.

The ſecond Fortnight, twice a Week will be ough to Chaſe or Spar your *Cock*: Obſerving at you Stove and Scour him, proportionable to Heating.

The third and last Fortnight (for six We is long enough) feed him as before, but do Spar him, but Chase him moderately twice, thrice, as before; then roll his aforesaid fo ring in *Brown-sugar-candy*, to prevent his be Sick; rest him four days, and then to the Pit.

Now Gentlemen, Match your Cock carefu or what you have hitherto done is nothing. here observe the Length, and Strength of Co The Length is thus known: Gripe the Cock the Waste, and make him shoot out his Le and in this Posture compare, *And have Judgment about you.* The Strength is kn by this Maxim, *The largest in the Garth, i Strongest Cock.* The Dimension of the *Gar* thus known: Gripe the Cock about from joynts of your Thumb, to the Points of y great Finger, and you will find the Disadvant *The weak long Cock is the quickest easier* and *the short strong one the surest Striker.*

Thus being well Matcht, accoutre him for Pit. Clip his Main off close to his Neck, fr his Head to his Shoulders. Clip his Tail clos his Rump, the Redder it appears the bet His Wings sloping, with sharp Points; scr smooth, and sharpen his Spurs; leave no Feat on his Crown; then moisten his Head with Spi

The Battle done, search and suck your Co Wounds, and wash them well with hot Ur then give him a Roll of your best Scouring, stove him for that Night. If he be swelled, next Morning suck and bath his Wounds ag and pounce them with the Powder of the H *Robert*, through a fine Bag; give him an ha full of Bread in warm *Urine*, and stove him, the swelling be down. If he be hurt in his E

cl

w a little ground *Ivy*, and Spit the Juice in it; ich is good for *Films*, *Haws*, *Warts*, &c. if he hath *veined* himself in his fight, by nar- ſtriking, or other croſs blows, when you e found the hurt, bind the ſoft Down of Hair t, will cure it.

When you viſit your wounded *Cocks*, a month two after you have put them to their Walks, ou find about their Heads any ſwollen Bunches d and blackiſh at one end, then there are un- nd Cores undoubtedly in them; therefore n them, and with your Thumb cruſh them , ſuck out the Corruption, and fill the holes h freſh Butter; and that will infallibly cure m.

res for Diſtempers incident to the Cock or Chick of the Game.

For *Lice*, being moſt common, I begin with; ceeding from corrupt Meat, and want of Bath- , &c. Take *Pepper* beaten to Powder, mix it h warm Water, and waſh them with it.

For the *Roup*; a filthy ſwelling on the Rump, very contagious to the whole Body, the ſtar- and turning back of the Feathers is its Symp- n. Pull away the Feathers, open and thruſt the Core, and waſh the Sore with Water and , or Brine.

For the *Pip*; viſit the mouth, and examine at hinders your *Cocks*, *Hen*, or *Chicks* feed- , and you'll find a white thin Scale on the Tip the Tongue, which pull off with your Nails rubbing the Tongue with Salt, will cure it.

For the *Flux*; proceeding from eating too iſt Meat, give them Peaſe-Bran ſcalded, will p it.

For the *Stoppage of the Belly*, that they can mute; anoint their Vents, and give them eit small bits of Bread or Corn, ſteep'd in *Urine* Man.

And now I have one Word of Advice to h that is a Lover (or would be ſo) of this *Ro Sport*; and then have done: *Come not to the without Money in your Breeches, and a Ju ment of Matches*; DONE and DONE is Cock LAW, and if you venture beyond your Poc you muſt look well to it, or you may loſe Eye by the Battle.

Of FOWLING.

THE *Ingenious Fowler*, like a Politick a ſagacious Warrier, muſt firſt furniſh ſtore himſelf with thoſe ſeveral Stratagems Engines, as ſuit with the diverſities of *Occaſ i. e. Time, Place*, and *Game*; or elſe he c not expect the *Conqueſt*.

And firſt of *Nets*, which muſt be made of beſt Pack-thread; and for taking great *Fowl*, Meſhes muſt be large, two Inches at leaſt ſq point to point, the larger the better, (provid the *Fowl* creep not through) two Fathoms de and ſix in length, is the beſt and moſt manage Proportion; Verged with ſtrong Cord on e ſide, and extended with long Poles at each made on purpoſe. But for ſmall *Water-fo* let your Nets be of the ſmalleſt and ſtrong Pack-thread, the Meſhes ſo big, as for the g *Fowl*, about two or three foot deep: Line t

both ſides with falſe Nets, every Meſh a foot
half ſquare. For the *Day Net*, it muſt be
de of fine Pack-thread, the Meſh an Inch
are, three Fathom long, and one broad, and
ended on Poles according to its Length, as
reſaid.

Birdlime is the next, and thus made. Pell
Bark of *Holly* from the Tree at *Midſummer*,
a Veſſel, and put to it running Water; boil
ver the Fire till the Grey and White Bark riſe
m the Green; take it off the Fire, drain the
ater well away, and ſeparate the Barks; and
e the Green, lay it on ſome moiſt Floor and
oſe place, and cover it with Weeds; let it lye
Fortnight, and in that time it will rot, and
n to a filthy ſlimy Subſtance: Then put it
o a Morter, beat it well; take it out and
ſh it at ſome running ſtream, till the Foulneſs
gone: then put it in a cloſe Earthen Pot; let
ſtand Four or Five Days, look to its Purging,
d ſcum it: When clean, put it into another
rthen Pot, and keep it cloſe for uſe.

Your *Setting Dog* muſt be Elected and Train'd
us: He muſt be of exquiſite Scent, and love
turally to hunt Feathers. The Land Spaniel is
ſt, being of good nimble ſize, and Couragious
eule, which you may know by his Breed; be-
g of a good Ranger, *&c.*

The firſt Leſſon is, to make him *Crouch and*
down cloſe to the Ground; its done by fre-
ent laying him on the ground and crying *Lye*
oſe, upon his doing well reward him with Bread;
d on the contrary chaſtiſe him with Words,
t Blows.

Next, *To creep to you with his Body and*
ad cloſe upon the Ground, by ſaying, *Come*

nearer, Come nearer, or the like Words; to unde
ſtand and do it, entice him with ſhewing hi
Bread or the like: Thruſting down any riſin
part of his Body or Head, and roughly threatnin
him; if he ſlight that, a good Jerk or two with
ſlaſh of Whip cord will reclaim his Obſtinac

Repeat his Leſſons, and encourage his well d
ing. And this you may exerciſe in the Fields
you walk, calling him from his buſie Ranging t
his Duty. And then teach him to follow yo
cloſe at the Heels in a Line or ſtring, withou
ſtraining.

By this time he is a Year old, now (the ſeaſo
fit) into the Field, and let him range, [obedien
ly.] If he wontonly babble or cauſeleſly open
correct him by biting ſoundly the Roots of h
Ears, or Laſhing. Aſſoon as you find he a
proaches the Haunt of the *Partridge*, known b
his Whining, and willing, but not daring to ope
ſpeak and bid him, *Take heed*: If notwithſtand
ing this he ruſh in and Spring the *Partridge*, o
opens, and ſo they eſcape, correct him ſeverel
Then caſt him off to another Haunt of a *Cov*
and if he mends his Error, and you take any b
drawing your Net over them ſwiftly, rewar
him with the Heads, Necks, and Pinions.

As for the Water-Dog, the inſtructions abov
for the *Setter* will ſerve; only to fetch and brin
by loſing a Glove, or the like; keep a ſtric
Subjection in him, and Obſervance to your Com
mands.

The longeſt *Barrel is the beſt Fowling Piec*
Five and half, or ſix foot long, with an indifferen
Bore, under an *Harquebuſe*; and ſhooting wit
the Wind, and ſide-ways, or behind the Fow
not in their Faces, is to be obſerved; havin
you

your Dog in Command not to ſtir till you have ſhot.

A Stalking Horſe for ſhelter, to avoid being ſeen by ſhie Fowl, is an old Jade trained on purpoſe; but this being rare and troubleſome, have recourſe to Art, to take Canvas ſtuft and painted in the ſhape of a Horſe grazing, and ſo light that you may carry him on one Hand (not too big) Others do make them in the ſhape of *Ox, Cow*, for variety; and *Stag, Trees*, &c.

The *great Fowl*, or thoſe who divide the Foot, reſide by ſhallow Rivers ſides, Brooks and Plaſhes of Water; and in low and boggy places, and Sedgie, Mariſh, rotton Grounds. They alſo delight in the dry parts of drowned Fens, overgrown with long Reeds, Ruſhes and Sedges; as likewiſe in half Fens, drowned Moors, hollow Vales or Downs, Heaths, *&c.* Where obſcurely they may lurk under the ſhelter of Hedges, Hills, Buſhes, *&c.*

The leſſer, or Web footed, *Fowl*, always haunt drowned Fens, as likewiſe the main ſtreams of Rivers not ſubject to Freeze, the deeper and broader the better; (tho' of theſe the *Wild-Gooſe* and *Barnacle*, if they cannot found the depth, and reach the Ouze, change their Reſidence for ſhallow places, and delight in Green Winter Corn, eſpecially if the Lands ends have Water about them:) Small Fowl alſo frequent hugely little Brooks, Ponds, drowned Meadows, Paſtures, Moors, Plaſhes, Meres, Loughs, and Lakes, ſtored with unfrequented Iſlands, Shrubs, *&c.*

How to take all manner of Fowl or Birds.

For taking the first (I mean the greater Fowl) with Nets, observe in general this: Come two Hours before their feeding Hours, Morning and Evening; and spreading your Net on the Ground smooth and flat, stake the two lower ends firm, and let the upper ends be extended on the long Cord; of which the further end must be fastned to the Ground, three Fathoms from the Net, the Stake in a direct Line with the lower Verge of the Net, the other, ten or twelve Fathom long, have in your Hand at the aforesaid distance, and get some shelter of Art or Nature, to keep you from the curious and shy Eye of the Game; having your Net so ready that the least pull may do your work, strew'd over with Grass as it lies to hide it: A live *Hern*, or some other Fowl lately taken, according to what you seek for, will be very requisite for a Stale. And you will have sport from the Dawning, till the Sun is about an Hour high; but no longer, and from Sun-set till Twilight; these being their feeding times.

For the small (Water) Fowl. Observe the Evening is best before Sun-set. Stake down your Nets on each side the River half a foot within the Water, the lower part so plumb'd as to sink no further; the upper Slantwise shoaling against, but not touching by two foot, the Water, and the Strings which bear up this upper side fastned to small yielding Sticks prickt in the Bank, that as the Fowl strike may ply to the Nets to intangle them. And thus lay your Nets (as many as you please) about twelve score one from another, as the River or Brook will afford. And doubt not your success. To expedite it however,

a Gun

a Gun fired three or four times in the Fens and Plashes, a good distance from your Nets, will affright and Post them to your Snares; and so do at the Rivers, when you lay in the Fens.

Winter time is the most proper for taking all manner of small Birds, as flocking then promiscuously together, *Larks*, *Lennets*, *Chaffinches*, *Goldfinches*, *Yellow-hammers*, &c. with this *Birdlime*, put to a quarter of a Pound of *Birdlime*, an Ounce of fresh *Lard*, or *Capons grease*, and let it gently melt together over the Fire, but not Boyl; then take a quantity of *Wheat-ears*, as you think your use shall require, and cut the straw about a foot long besides the Ears, and from the Ear lime the Straw six Inches; the warmer it is the less discernable it will be. Then to the Field adjacent, carrying a Bag of Chaff, and thresh'd Ears, scatter them twenty Yards wide, and stick the lim'd Ears (declining downwards) here and there; then traverse the Fields, disturb their Haunts, and they will repair to your Snare, and pecking at the Ears, finding they stick to them, mount; and the lim'd Straws lapping under their Wings, dead their flight, they cannot be disengaged, but fall and be taken they must. Do not go near them till they rise of their own accord, and let not five or six entangled lead you to spoil your Game, and incur the loss of five or six Dozen.

Lime-twigs, is another Expedient for taking of great Fowl, being Rods that are long, small, strait, and pliable, the upper part apt to play to and fro) being besmeared with *Birdlime* warm. Thus to be used, Observe the Haunts of the Fowl, have a Stale, (a living Fowl of the same kind you would take) and cross pricking your Rods,

one into, and another against the Wind sloping a foot distant one from the other; pin down your Stale, some distance from them, tying some small string to him, to pull and make him flutter to allure the Fowl down. If any be caught, do not run presently upon them, their fluttering will encrease your Game. A well-taught *Spaniel* is not amiss to retake those that are entangled, and yet flutter away. Thus likewise for the Water consult the Rivers depth, and let your Rods be proportionable; what is lim'd of them being above the Water, and a *Mallard*, &c. as a Stale placed here and there, as aforesaid. You need not wait on them, but three times a Day visit them and see your Game; if you miss any Rods (therefore know their Number) some Fowl entangled is got away with it, into some Hole, &c. and here your *Spaniel* will be serviceable to find him.

For *Small-Birds*, a *Lime-bush* is best; thus: Cut down a great Bough of a *Birch*, or *Willow-tree*, trim it clean, and lime it handsomely within four Fingers of the bottom: Place this Bush, so ordered, in some Quick-set, or dead *Hedge*, in Spring time: In Harvest, or Summer in *Groves*, *Bushes*, *Hedges*, *Fruit-trees*, *Flax* and *Hemp* Lands: In Winter, about *Houses*, *Hay-wells*, *Barns*, *Stacks*, &c. A *Bird-call* is here also necessary, or your own industrious skill in the Notes of several Birds.

And because Gentlemen who have Fish-ponds wonder they lose so many Fish, and are apt to Censure sometimes undeservedly their Neighbours when it is the insatiable Hern that is the true cause: I shall next lay down the best and most approved way of taking the great Fish-devouring Hern, whose Haunt having found, observe the

Metho

Method to take him. Get three or four ſmall *Roaches*, or *Dace*, take a ſtrong Hook, (not too rank) with Wyre to it, and draw the Wyre juſt within the Skin, from the ſide of the Gills to the Tail of the ſaid Fiſh, and he will live four or five Days, (If dead the Hern will not touch it.) Then have a ſtrong Line, of a dark Green-ſilk, twiſted with Wyre, about three Yards long, tie a round Stone of a Pound to it, and lay three or four ſuch Hooks, but not too deep in the Water, out of the Herns wading; and two or three Nights will anſwer your Expectation.

The ſeveral ways of taking Pheaſants.

You muſt learn and underſtand the ſeveral Notes of a natural *Pheaſant-Call*, and how uſefully to apply them. In the Morning juſt before or at *Sun-riſing*, call them to feed, and ſo at *Sun-ſetting*: In the Forenoon and Afternoon, your Note muſt be to Cluck them together to Brood, or to chide them for ſtraggling, or to notify ſome danger at Hand.

Thus skill'd in their Notes, and by the Darkneſs, Solitarineſs, and ſtrong undergrowth of the place aſſured of their Haunts, cloſely lodge your ſelf, and ſoftly at firſt call; leſt being near you, a loud Note affright them; and no reply made, raiſe your Note gradually to the higheſt; and if there be a Pheaſant in hearing, he will anſwer you in as loud a Note. Be ſure it be Tunable. As ſoon as you are anſwered, creep nearer to it; if far off, and a ſingle Fowl, as you call, and approach, ſo will the Pheaſant. Having gotten ſight of her on the Ground or Perch, ceaſe calling, and with all ſilence poſſible, ſpread your

Net:

Net conveniently, between the Pheaſant and you, one end of the Net faſtned to the Ground, and the other end hold by a long Line in your hand, by which you may pull together, if ſtrained; then call again, and as you ſee the *Pheaſant* come under your Net, riſe and ſhew your ſelf, and affrighting her ſhe will mount, and ſo is taken. Thus if on the contrary you have divers Anſwers from ſeveral Corners of the *Coppice*, and you keep your place and not ſtir, they will come to your Call, and then having a pair of Nets, ſpread one on each ſide, and do as before. Your Nets muſt be made of Green or Black double-twin'd Thread, the Meſh about an Inch ſquare, between Knot and Knot, the whole Net about three Fathom long, and ſeven Foot broad, verged with ſtrong ſmall Cord on each ſide and ends, to lye hollow and Compaſs-wiſe.

The next way of taking Pheaſant-powts is by Driving; thus. Having found the Haunt of an *Eye of Pheaſants*, known by the Barrenneſs of the place, *Mutings* and looſe Feathers, then in the little Paths and Ways, like Sheep tracks, they have made, place your Nets (taking the Wind with you) a-croſs theſe Paths hollow, looſe and circularly, the nether part fixt to the Ground, and the upper ſide hollow, *&c.* as aforeſaid: Then to their Haunt, and there call them together, if ſcattered; then with a Driver, an Inſtrument like that of *Cloath-dreſſers*, rake gently the Buſhes and Boughs about you, the Powts will run, and ſtop and liſten; then give another rake, and ſo you will drive them like Sheep into your Nets. Obſerve in this Secrecy, Time and Leiſure, or you ſpoil your Sport; Secrecy in concealing your ſelf from being ſeen by them; and Time and Leiſure by not being too haſty.

Laſt

Laſtly for taking Pheaſants with the *Lime-Buſh* or Rods, order theſe as I have before preſcribed; your Rods about twelve Inches long, and your Buſh containing not above eight Twigs, with a pretty long Handle, ſharpned to ſtick in the Ground, or Buſhes, Shrubs, *&c.* and let it be planted as near the *Pheaſant pearching Branch* as may be. Place your Rods on the Ground near the Buſh; for when ſome are taken below by the Rods, they will ſcare up the others to get on the Buſhes to ſeek what's become of their Fellows, and there become your Prey themſelves.

For taking Partridge.

You muſt firſt find the Partridges Haunt; Which is moſtly in ſtanding Corn-fields, where they breed; as likewiſe in Stubble after the Corn is cut, eſpecially Wheat-ſtubble till it is trodden, and then they repair to Barley-ſtubble if freſh; and the Furrows amongſt the Clots, Brambles and long Graſs, are ſometimes their lurking places, for Twenty and upward in a Covy. In the Winter in up-land Medows, in the dead Graſs or fog under Hedges, among Mole-hills; or under the Roots of Trees, *&c.* Various and uncertain are their Haunts. And tho' ſome by the Eye, by diſtinguiſhing their Colour from the Ground, others by the Ear, by hearing the Cock call earneſtly the Hen, and the Hens anſwering, and chattering with Joy at meeting, do find Partridge; yet the beſt, eaſieſt and ſafeſt way of finding them is (as you do the Pheaſant) by the Call or Pipe: Notes ſeaſonable, as before preſcribed, and they will come near to you, and you may count their Numbers; and to your ſport.

Surround your Covy, prepare your Nets, and pricking

pricking a ſtick faſt in the Ground, tye the one end to it, and let your Nets fall as you walk briskly round without ſtopping, and cover the Partridge; then ruſh in upon them to frighten them, and as they riſe they are taken.

For taking them with *Birdlime*, thus; Call firſt near the *Haunt*; if anſwered, ſtick about your *Lime-ſtraws*, a-croſs in ranks at ſome diſtance from you; then call again, and as they approach you, they are intercepted by the Straws; and ſo your Prey. This way is uſed moſt ſucceſsfully in Stubble-fields, from *Auguſt* to *September*: And Rods in Woods, Paſtures, *&c.* as for the Pheaſant.

The moſt pleaſant way of taking Partridge is with a *Setting-Dog*, who having ſet them, uſe your Net; and by theſe Rules and Method, the *Rails*, *Quails*, *Moorpoots*, &c. are to be taken; and are for *Hawks* flight too. And here I muſt make an end of the moſt material part of *Fowling*.

Of FISHING.

IT has been the Method of this whole Treatiſe, to divide the ſeveral diſtinct Heads of each Recreation into three Parts, to render the Obſervations and Rules the more plain and eaſy, for the proſecuting the Recreation we treat of.

1. *What* it is we purſue.

2. *Where* and *When* to find that we would delight our ſelves in.

3. *With what* proper *Mediums* or Meaſures we

we may obtain the desired Effects of our endeavours therein.

First then, *What* we pursue is Fish, distinguish'd according to their sundry kinds by these following Names.

The *Barbel*, *Bream*, *Bleak*, *Bulhead* or *Millers-thumb*; *Chevin*, *Char*, *Chumb*, *Carp*; *Dace*, *Dare*; *Eel*; *Flounder*; *Grayling*, *Gudgeon*, *Guiniad*; *Loach*; *Minnow*; *Pope* or *Pike*, *Pearch*; *Rud*, *Roach*; *Sticklebag* or *Bansticle*, *Salmon*, *Shad*, *Suant*; *Tench*, *Torcoth*, *Trout*, *Thwait* and *Umber*. All these Alphabetically thus named, are the different sorts of Fish, in taking which the Angler commonly exercises his Art, We come next, *Where* to find them.

I. To know the Haunts and Resorts of Fish, in which they are to be usually found, is the most Material thing the Angler ought to be instructed in, lest he vainly prepare *how to take* them, and preposterously seek *where to find* that he prepar'd for. To prevent which you are first to understand, That as the season of the Year is, so Fish change their places: In *Summer*, some keep near the top others the bottom of the Waters. In *Winter*, all Fish in general resort to deep Waters. But more particularly.

The *Barbel*, *Roach*, *Dace* and *Ruff*, covet most *Sandy*, *Gravelly Ground*, the deepest part of the River, and the shadows of Trees.

Bream, *Pike*, and *Chumb* delight in a *Clay*, and *Owzie Ground*: The *Bream* chooseth the middle of the River, in a gentle, not too rapid Stream: The *Pike* preferreth still Waters, full of *Fry*, and absconding himself amongst *Bull-rushes*, *Water-docks*, or under *Bushes*, that under these shelters he may

may more ſecurely ſurprize and ſeize his Prey. The *Chub* too chooſes the ſame Ground, large Rivers and Streams, and is rarely deſtitute of ſome Tree to cover and ſhade him.

Carp, *Tench* and *Eel*, frequent foul muddy ſtill Waters. The greateſt *Eels* lurk under ſtones, or Roots; the ſmalleſt ones are found in all ſorts of Rivers or Soils: The *Carp* is for the deepeſt ſtilleſt part of Pond or River, and ſo is the *Tench*, and both delight in green Weeds.

Pearch deligheth in gentle Streams of a reaſonable Depth, not too ſhallow; cloſe by a hollow Bank is their Sanctuary.

Gudgeon covers Sandy, Gravelly, Gentle Streams, and ſmaller Rivers; not ſo much abounding in Brooks. He bites beſt in Spring, till they ſpawn, and a little after till *Waſp* time.

The *Salmon* delights in large ſwift Rivers, which ebb and flow; and are there plentifully to be found: As likewiſe Rocky and Weedy Rivers. But in the latter end of the Year he is to be found high up in the Country, in ſwift and violent Cataracts, coming thither to ſpawn.

The *Trout* loves ſmall ſwift purling Brooks or Rivers, that run upon Stones or Gravel, and in the ſwifteſt deepeſt part of them, getting behind ſome Stone-block and there feeds. He delights in a Point of a River where the Water comes Whirling like the Eddy, to catch what the Stream brings down, eſpecially if he has the ſhade of a Tree: He hugely delights to lurk under ſome hollow Bank or Stone; ſeldom among Weeds.

Shad, *Thwait*, *Plaice*, *Peel*, *Mullet*, *Suant*, and *Flownder*, covet chiefly to be in or near the Salt or Brackiſh Waters, which ebb and flow: the laſt, *viz.* the *Flownder*, have been taken in freſh

fresh Rivers, as coveting Sand and Gravel, deep gentle Streams near Banks, &c.

Lastly the *Umber* affects Marly Clay Ground, clear and swift Streams, far from the Sea; the greatest Plenty of these Fish is found in *Darbyshire* and *Staffordshire*.

Thus much for the Haunts of Fish; I come next to know *When* is the most seasonable time to catch them; which before I speak to, let him that would become a compleat Angler, take this Rule. That he observe narrowly what Pond or River soever he Fisheth in, whether it be slimy, muddy, stony or gravelly, whether of a swift or slow Motion; as likewise that he know the Nature of each Fish, and what Baits are most proper for every kind: Not to let his Knowledg be circumscribed to one or two particular Rivers, whither he is invited to Angle and take his Observations by the Vicinity of his House; but to let his Knowledge be *general*, and consequently his Sport will be so too. His Ignorance otherwise will oblige him to be a Spectator in another River, when his Excellency is confin'd to that only experienced one in or near his own Parish or House. But to proceed.

II. To understand the best *Time when* to Angle in, We must first consider Affirmatively, when most Seasonable: Or, 2. Negatively, when Unseasonable.

1. Seasonable Angling is, when the Weather is calm, serene and clear; tho' the Cool cloudy Weather in Summer is to be preferred, provided the Wind blow not too boistrously, to hinder your easy Guiding your Tools; In the hottest Months the cooler the better.

2. When a violent Shower hath disturbed the Water and mudded it, then with a red Worm, Angle in the Stream at the Ground.

3. A little before Fish spawn, when they repair to gravelly fords to rub and loosen their full Bellies; they bite freely.

4. From Sun rising till eight of the Clock in the Morning, and from four in the Afternoon till Night for *Carp* and *Tench*. In *June* and *July*, *Carps* shew themselves on the very rim of the Water, then fish with a Lob-worm, as you would with a natural Fly. But be sure to keep out of sight.

5. In *March*, *April*, and *September*, and all Winter, when the Air is clear, serene and warm. And after a shower of Rain, which hath only beaten the *Gnats* and *Flies* into the River, without muddying. The two first mention'd Months with *May* and part of *June*, are most proper for the *Fly*; Nine in the Morning, and Three a Clock in the Afternoon, is the best time; as likewise, when the *Gnats* play much in a warm Evening.

6. In a *Cloudy* and *Windy* day, after a Moonshine clear Night, for the brightness of the Night (through fear) making them abstain from feeding, and the Gloominess of the Day emboldening and rendering them (through Hunger) sharp and eager upon food, they bite then freely.

7. Lastly, at the opening of *Milldams* or *Sluces*, you will find *Trouts*, &c. come forth seeking food, brought down by the Water. We come next to demonstrate the time not proper, *i. e.*

2. *Unseasonable* Angling, in short is, when the Earth is parched and scorched with vehement Heat and Drought; benummed and frozen with Cold

Cold, Froſt and Snow, or refrigerated with Spring Hoar-froſts; or blaſted with the ſharp, bitter, nipping, North or Eaſt Winds: Or when bluſtring *Boreas* diſorders your well guiding your Tackling, or the *Sheep-ſhearers Waſhings* glutted the Fiſh, and anticipated your Bait; when the withdrawing of your Sport foretells a Storm, and adviſes you to ſome ſhelter, or Laſtly, when the Night proves Dark and Cloudy, you need not trouble your ſelf the next Day, 'tis to no purpoſe, *&c.*

III. For providing *Stocks*, the beſt time is the Winter *Solſtice*, when the Sap is in the Roots of Trees, and their Leaves gone. It is improper after *January*, the Sap then aſcending into the Trunk, and expanding it ſelf over all the Branches. See that your Stocks be *Taper-grown*, and your Tops of the beſt *Ground Hazle* that can be had, ſmooth, ſlender and ſtrait, of an Ell long, pliant and bending; and yet of a ſtrength, that a reaſonable jerk cannot break it, but it will return to its firſt ſtraightneſs; leſt otherwiſe you endanger your Line. Keep them two full Years before you uſe them; having preſeryed them from Worm-eating or Rotten, by thrice a Year rubbing, and chaffing them well with Butter (if ſweet) or Linſed or Sallet Oyl; and if Bored, Oyl poured into the Holes, and bathed four and twenty Hours in it, and then thrown out again, will exceedingly preſerve them.

The Line, to make it neat, handſom and ſtrong, twiſt the Hair you make it of *even*, having ſeen if the Hair be of an equal bigneſs; then ſteep your Line in Water, to ſee if the Hairs ſhrink, if ſo, you muſt twiſt them over again. The Colour of the Hair is beſt of *Sorrel*, *White* and Grey;

Grey; *Sorrel* for muddy hoggy Rivers, and the two last for clear Waters. Nor is the *Pale watry green* contemptible, died thus; Take a pint of strong *Ale*, half a Pound of *Soot*, a little of the Juice of *Walnut-Leaves* and *Allum*; Boil these together in a Pipkin half an Hour, take it off, and when 'tis cold put in your Hair. In making your Line of Hair mix not Silk; but either all Hair or all Silk; as likewise distinguish the Line for the Ground Angle; and that for the Fly-rod, the last must be stronger than the first; in that for the Artificial Fly, making the uppermost Link twenty Hairs long, less in the next, and so less till you come to the Fly. Lastly at each end of your Line make a Loop (called a *Bout*) the one larger, to fasten to, and take it from the top of your Rod, and the other lesser to hang your Hook-line on.

Your Hook must be long in the shank, something round in Compass, the point strait and even and bending in the shank. Set on your Hook with strong small Silk, laying your Hair on the inside of the Hook.

Your *Flote* challenges divers ways of making. Some using *Muscovy* Duck-quills for still Waters. Others the best sound Cork without flaws or holes, bored through with a hot Iron, and a Quill of a fit proportion put into it; then pared into a pyramidal Form, or in the fashion of a small Pear, to what bigness you please, and ground smooth with a Grindstone or Pumice; this is best for strong Streams.

In fine, *To plum the Ground*, get a *Carbine* Bullet bored through, and in a strong twist hanged on your *Hook* or Rod. To sharpen your *Hook* carry a little *Whetstone*. To carry your

several

several Utensils without incommoding your Tackle, have several *Partitions* of Parchment. And in short the ingenious Angler will not be unprovided of his *Bob* and *Palmer*; his Boxes of all sizes for his *Hooks*, *Corks*, *Silk*, *Thread*, *Flies*, *Lead*, &c. his *Linning* and *Woollen Bait-bags*; His splinted *Osier light Paunier*; and lastly his *landing Hook*, with a screw at the end to screw it into the socket of a Pole, and sticken into the Fish, to draw it to Land: To which socket, a Hook to cut up the Weeds, and another to pull out Wood may be fastned.

Baits are branched into three Kinds.

First, the *Life-baits*, which are all kind of *Worms*, *Redworm*, *Magget*, *Dors*, *Frogs*, *Bobb*, *Brown-flies*, *Grashoppers*, *Hornets*, *Wasps*, *Bees*, *Snails*, *small Roaches*, *Bleak*, *Gudgeon*, or *Loaches*.

Secondly, *Artificial living Baits*, of *Flies* of all sorts and shapes, made about your Hooks with Silk and Feathers, at all times seasonable, especially in blustering Weather.

Lastly, *Dead Baits*, Pasts of all makings, Wasps dryed or undried, clotted *Sheep's-Blood*, *Cheese*, *Bramble-berries*, *Corn*, *Seed*, *Cherries*, &c. The two first good in *May*, *June* and *July*, the two next in *April*; and the last in the *Fall* of the Leaf.

Of Flies.

Of *Natural* Flies there are innumerable, and there it cannot be expected I can particularize all; but some of their Names I shall Nominate, *viz.* The *Dun-fly*, *Red-fly*, *May-fly*; *Tawny-fly*, *Moor-fly*, *Shell-fly*, *Flay-fly*, *Vine-fly*, *Cloudy* or *Blackish-fly*, *Canker-flies*, *Bear-flies*, *Caterpillers*,

Caterpillars, and thouſands more, differing according to the Soils, Rivers or Plants.

Artificial Flies, are made by the Ingenious Angler, according to Art, in ſhape, colour and proportion like the Natural Fly, of *Fur*, *Wool*, *Silk*, *Feathers*, &c. To delineate which I muſt confeſs my ſelf not ſo accurate and skilful a Painter, nor can any Pen-drawing illuſtrate their various Colours ſo, as to direct their Artificial Counterfeit; Nature will help him in this by Obſervation, curiouſly Flouriſhing their ſeveral Orient and bright Colours, after which they take their names, as before ſaid: And therefore to furniſh your ſelf with both Natural and Artificial Flies, repair in the Morning to the River, and with a Rod beat the Buſhes that hang over the Water, and take your Choice.

1. Obſerve to Angle with the Artificial Fly in Rivers diſturbed ſomewhat by Rain, or in a Cloudy day, the Wind blowing gently: If the Wind be not ſo high, but you may well guide your Tackle, in plain Deeps is to be found the beſt Fiſh, and beſt Sport: If ſmall Wind breeze, in ſwift ſtreams is beſt Angling: Be ſure to keep your Fly in perpetual ſlow Motion; and obſerve that the Weather ſuit the Colour of your Fly, as the light Colour'd in a clear Day, the Darkiſh in a dark, *&c.* As likewiſe according to the Waters Complexions, have your Fly ſuitable.

2. Let your Line be twice as long as your Rod: Keep as far as you can from the Water-ſide, the Sun on your back; In caſting your Fly, let that fall firſt; your Line not touching the Water.

3. Have a nimble Eye, and active quick Hand to ſtrike preſently upon the riſing of the Fiſh leſt finding his miſtake he ſpew out the Hook.

4. In

4. In slow Rivers cast your Fly cross them, let it sink a little, draw it back gently, without breaking or circling the Water; let the Fly float with the Current, and you will not fail of excellent Sport.

5. Observe to let the Wings of your *Salmon Flies* to be one behind another, whether two or four, and they and the Tail long, and of the finest gaudiest Colours you can choose.

Lastly, In clear Rivers a small Fly with slender Wings is best, and in muddiest Rivers a Fly of a more than ordinary large Body.

Thus much for Flies, I come next to that I called *Dead-Baits*, and shall begin with the several ways of making Pastes.

Of Pastes.

1. Beat in a Mortar the Leg of a young *Coney* (vulgarly called the *Almond*) or of a Whelp or Catling, and a quantity of Virgins Wax and Sheeps suet, till they are incorporated, and temper them with clarified *Honey* into Paste.

2. *Sheeps-blood*, *Cheese*, fine *Manchet* and clarified *Honey* tempered.

3. *Sheep's-Kidney-suit*, *Cheese*, fine *Flower*, with clarified *Honey* tempered.

4. *Cherries*, *Sheep's-blood*, *Saffron* and fine *Manchet* made into a Paste.

5. Beat into a Paste the fatest old *Cheese*, the strongest *Rennet* can be got, fine *Wheat-flower* and *Annis seed* Water: If for a *Chub* you make the Paste, put a little rusty *Bacon*.

Lastly, *Mutton-Kidney-suit*, and *Turmerick* reduced to a fine Powder, the fatest old *Cheese* and strongest *Rennet*, wrought to a Paste, adding

Tur-

Turmerick, till the Paste be of a curious Yellow; and is excellent for *Chevin*.

Anoint your Bait with this Confection: Take the Oyl of *Aspray*, *Coculus Indiæ*, and *Assa-fœtida* beaten, and mix with it as much Life Honey; then dissolve them in the Oyl of *Polypody*, and keep it in a close Glass for your use. And that your Paste may not wash off your Hook, beat Cotton-Wool or Flax into it.

Of keeping Baits.

The *Red-worm* must be kept in a bag of Red Cloth, with a handful of chopt *Fennel*, mix with half so much fresh, black and fertile Mould will scoure and preserve them: All other Worms with the Leaves of Trees they are bred on, renewing them often in a day. Only the *Cad-bait*, *Bob* and *Canker*, &c. must be kept in the same things you find them.

The great *White Maggots*, keep them in Sheeps Tallow, or little bits of a beasts Liver; and to scour them, hang them warm in a bag of Blanketing with Sand.

The *Frogs and Grashoppers*, in wet Mos and long Grass, frequently moistned; and when used the Legs of the first, and the Wings of the other must be cut close off.

The *Flies*, use them as you take them. Only the *Wasps*, *Hornets*, and *Humble-Bee*, must be dry'd in an Oven, their Heads dipt in Sheeps Blood and dry'd again, may be kept in a Box for use.

And now thus equipt let us walk to the River side.

To begin then with the *Barbel*. The best time for Angling for this Fish is at the latter end of *May*, *June*, *July*, and beginning of *August*, in his Haunt

Haunts aforemention'd; and the best Bait (omitting others) is the well scoured *Lob-worm* (being of a curious cleanly Palate as well as shape) or Cheese steept an Hour or two in clarified Honey; He is a subtile Fish, extraordinary strong, and dogged to be dealt with, and therefore be sure to have your Rod and Line strong and long, or you may endanger to break it.

For the *Breame*. The most seasonable time to Angle is from St. *James* tide till *Bartholomew* tide. He spawneth in *June* or beginning of *July*; is easily taken, as falling on his side after one or two gentle turns, and so drawn easily to Land. The best Bait for him (most delightful to him) is the *Red. worm* (found in Commons and Chalky Grounds after Rain) at the Root of a great Dock, wrapt up in a round Clue. He loves also Paste, Flag-worms, Wasps, Green-flies, Butter-flies, and a Grass hopper without Legs.

Bait your Ground the Night before with grossground Malt, boiled and strained, and then in the Morning with the Red-worm bait your Hook, and Plumbing your Ground within half an Inch, fish.

The *Bleak*, an eager Fish, is caught with all sorts of Worms bred on Trees or Herbs, also with Flies, *Cad-bait*, *Bobs*, *Paste*, *Sheeps-blood*, *White Snails*, *Wasps*, *Gnats*, &c. In a warm clear Day the small Fly at the rim of the Water is best; in a Cloudy Day *Gentles* or *Cadbaits*, two Foot under the Water.

The *Bull head* or *Millers-Thumb* being Childrens recreation, I shall speak little of them, only being serviceable for Baits, I shall only say he is easily taken with a small Worm, being lazy and simple, and will swallow any thing; and the *Minnow*,

Loach and *Bansticle* being of the same diet, [illegible] place here too.

The *Chevin* loveth all sorts of Worms, *Flie* *Cheese*, *Grain* and *Blackworms*, their Belli being slit, that the white may be seen: And ver much delighteth in the Pith of an Oxes Back the tough outward skin being carefully taken of without breaking the inward tender skin. In th Morning early Angle for *Chevins* with a *Snail*; i the heat of the Day with some other Bait; in t Afternoon with the Fly; the great Moth with great Head, yellow Body, and whitish Wing ufually found in Gardens about the Evening The larger the *Chevin* the sooner taken; lovin his Bait larger, and variety on a Hook.

The *Char* is a *Lancashire* Fish, found in *Mere* called *Winander-mere* in that Count the largest in *England*.

For the *Chub*, called by some a *Chevin*, b others a *Villain*. Bait your Hook with a Gra hopper, find the hole where he lies, accompanie in a hot Day, with twenty or more, floatin almost on the very superficies of the Wate choose which you think best, and fairest, a drop your Hook some two Foot before him, a he will bite at it greedily, and cannot break ho with his *Leather Mouth*; let him play and ti left you break your Line. If you cannot get *Grass-hopper*, then any Worm, or Fly you w In cold Weather Fish for him near the botto and the *Humble-Bee* is the best Bait. Some propriate Baits according to the Month, but I sh Omit that; the *Chub* (being best and in his Pri in the Winter) a Paste made of Cheese a Turpentine is the only Bait to take him.

The *Carp* is ſubtle, and full of Policy, will never bite in Cold Weather, but in Hot you cannot be to early or too late. In *March* he ſeldom refuſeth the *Red-worm*, in *June* the *Cad-bait*, and the three next Months the *Graſs-hopper*: Paſtes that are ſweet, of which I have ſpoken before, are very delightful to *Carps*: And eſpecially if you bait your Ground two or three Days before you Angle, with Pellets of courſe Paſte, *Chickens-guts*, *Garbage*, &c. *Gentles* anointed, and a Piece of *Scarlet* dipt in *Honey*, put them on the Hook, is an approved way.

The *Dace*, *Dare*, *Rudd* and *Roach*, being much of a kind, and feeding, I ſhall put together, and are eaſily taken with ſmall Worms, *Bobs*, *Cad-baits*, *Flies*, *Sheeps-Blood*, all ſorts of Worms, bred on Trees or Herbs, *Paſte*, *Waſps*, *Gnats*, *Lipberries*, &c. The Heads of the *Waſps*, being dipt in Blood is good for *Dace* and *Dare*; as is likewiſe the *Ant-fly*.

The *Eel* takes great *Red-worms*, *Beef*, *Waſps*, *Guts* of *Fowl* or *Fiſh*, *Menow* or ſmall *Roaches* are good Bait for Night Hooks; the Hooks being in the Mouth of the *Fiſh*. Now becauſe this is very delightful to moſt, I ſhall preſcribe three ways of taking them, as are moſt full of Pleaſure. The firſt way is called *Sniggling* or *Broggling* for *Eels*, thus, Take a ſtrong Line and Hook, baited with a *Lob* or *Garden-Worm*, and obſerving where *Eels* lurk in the day time, with a Stick forked at the top, gently put your Bait into the Hole, and if there be any *Eels* there, you will not fail of a Bite, of as large as can be had, but pull not too hard leaſt you ſpoil all. The ſecond is called *Bobbing*, which is thus done; take ſome large well ſcoured *Lobs*, and with a Needle run ſome

ſtrong twiſted Silk through them, from end t
end, ſo many as are enough to wrap about
Board near a dozen times; tye them faſt with th
two ends of the Silk to hang in ſo many Hanks
then faſten all to a ſtrong Cord, and a handf
above the Worms faſten a Plumbet of three qu
ters of a Pound, and your Cord to a ſtrong Po
and in muddy Waters you may Fiſh, and find th
Eels tug luſtily, and when you think they ha
ſwallowed them draw up your Line, and aſho
with them. Laſtly, the *Eel-ſpear* made wi
four Teeth, jagged on both ſides, ſtricken in
the Mud, on the bottom of a River, and if yo
chance to ſtrike where they lye, you infalliblt
take.

There is likewiſe an aſſured way of taking *Ee*
thus done; take ſome Bottles of Hay, mi
with green *Oſiers* or *Willows*, Bait them wi
Sheeps Guts, or other Beaſts Garbage, ſink the
down in the middle to the bottom of your Po
or by the Bank-ſides, having faſtned a Cord
the Bottles, that you may twitch them up
your Pleaſure, and all the beſt Eels will reſo
to them.

The *Flounder*, *Skad*, *Thwait*, *Suant*, a
Mullet, are taken with *Red-worms* of all ſor
Waſps and *Gentles*.

For the *Grayling* you muſt head your Ho
upon the ſhank with a ſlender and narrow pla
of Lead, that the Bait (a large Graſs-hoppe
may the more eaſily come over it; and at t
point put a *Cadbait*, and keep the Bait in co
tinual motion; not forgetting to pull off t
Graſs hoppers Wings.

The *Gudgeon* takes the ſmalleſt Red-Wor
Waſps, *Gentles* and *Cadbaits*. When you Fi

or him; ſtir up the Sand or Gravel with a Pole, which will make them gather thither, and bite more eagerly.

The *Guiniad* I ſhall remit ſpeaking to, only mentioning it in courſe, being no where found but in a place called *Pemble-Mere*, in which place they abound, as the River *Dee* does with *Salmon*.

The *Pope* or *Ruff* is excellent for a young Angler, bites greedily, and quantities may be taken by baiting the Ground with fat Earth, and your Hook with ſmall Red-Worms.

The *Pike* loveth all ſorts of Baits (unleſs the Fly) *Gudgeon*, *Dace*, *Roaches* and *Leaches*, and young *Frogs* in Summer time, of which the yelloweſt is beſt.

The *Pearch* taketh all ſorts of Earth-worms, eſpecially the *Lob-worm* and *Brandling*, well ſcowred, *Bobs*, *Oak-worms*, *Dors*, *Gentles*, *Colewort-worms*, *Waſps*, *Cad baits* and *Menow*, or a little *Frog*, the Hook being faſtned through the Skin of his Leg, towards the upper part of it. Be ſure you give the Pearch time enough to pouch his Bait before you ſtrike.

The *Salmon* is taken beſt with *Lob-worms*, ſcented with the Oyl of Ivy Berries, or the Oyl of *Polypody* of the *Oak*, mixt with *Turpentine*, or the well ſcowred Garden-worm, is an excellent Bait. The Salmon bites beſt in *May*, *June* and *July*, at three a Clock in the Afternoon, if the Water be clear, a little Wind ſtirring eſpecially near the Sea.

The *Tench* is a great lover of large Red-worms well dipt in Tar. As alſo all ſorts of Paſte made up with ſtrong ſcented Oyls, or Tar, or a Paſte made up of Brown Bread and Honey. He will

bite too at a *Cad-worm*, *Lob-worm*, *Flag-worm*, *Green-gentle*, *Cadbait*, *Marſh-worm*, or ſoft boil'd *Bread-grain*, &c.

The *Torcoth* being before mention'd, I only let you know, that he is only found in the Pool *Linperis* in *Carnarvonſhire*; and leave you to the *Welchmens* deſcription, both of him and his Bait.

The *Trout* is fatteſt, and in his prime in *May*, and is caught with all ſorts of Worms, eſpecially *Brandlings*, commonly found in an old *Dung-hill*, *Cow dung*, *Hogs dung*, or *Tanners-bark*: Alſo with Flies Natural and Artificial, with young *Frogs*, *Menow*, *March*, *Dock* or *Flag-worms*; all ſorts of *Cadbait*, *Dors*, *Bobs*, *Palmers*, *Gentles*, *Waſps*, *Hornets*, &c. and with the *Caterpiller*, uſed according to the Rule before preſcribed for the *Grayling*. Laſtly,

The *Umber* is taken as the *Trout* juſt now mention'd; and therefore now to your Sport: To aſſiſt your well affecting which, I have but this to add; Caſt into your Haunts where you uſe to Fiſh, once in four or five Days ſoft boiled Corn, (or oftner for Carp and Tench) alſo Garbage, Beaſts Livers, chopt Worms, Grains ſteept in Blood, to attract them to the place; and to keep them together throw in half a handful of Grains or ground Mault; but in a Streme caſt it above your Hook, that floating towards you, you may draw the Fiſh thither.

Sundry curious Baites for Fiſh.

Theſe grow on the Cuccow pints or wake-Robin, and are found in dry Ditches, overgrown with Brambles; they are about the bigneſs of Peaſe, and in *July* and *Auguſt* are of a lovely tranſ-

transparent Red, and are excellent baits for Roaches and Chubs; and for the first, two will serve, but for the latter, you may put four or five at a time on the Hook.

Oat-Cakes with Cheese.

Beat these together into a Paste, the Cheese being new, and stick them together with a little Honey, letting the Paste lye all Night in a wet Linnen Cloth, then fit it up in baits, and cover your Hook with it.

To keep Bates for the Pike or Night hooks.

For this take a small Roach, Dace, Loach, Minnow, Smelt, small Trout or Pearch, cutting off the Finns on the Back, or small Eels well scoured in Wheat-Bran, which will keep them better and longer, taking away the slime and watery Substance that causes them to rot or decay the sooner.

Fishes Eyes.

Take out the Eyes of such Fish as you catch, and put three or four of them on a Hook, and they will prove an excellent bait for most sorts of Fish.

Fat Bacon.

Cut this in little small long snips, and especially at Snap, it is exceeding good to take a Chub or Pike, from the latter end of *August* to the beginning of *April*.

The Pith of a Back-bone of a Sheep.

Take out the Pith that runs through the Back-bone, and take off the Tough outward Skin, and leave the thin tender white Skin on, and bait with about half an Inch of it, and it takes a Chevin to admiration.

Grain, Wheat, Malt.

Bruise either of these finely, fry them in Honey, make them up into Pastes with Oyl of Peter; and either in Winter or Summer they take Chub, Roach, Dace or Bleak.

How to bring Fish, if any in the Pond or River, to the place you desire.

Boyl clean Barly in Water till it bursts, with Licorice add a little Mummy; and some Honey, and beat them together in a Morter into a stiff Paste, and boil about the quantity of a Wall-nut of this Paste with a Quart of Barly, till it grows Glutenous, and then lay it for a Ground Bait, and the Fish will flock about it from all parts.

To make Worms for Baites come out of the Ground.

Boyl an Ounce of Verdigrise in a Quart of strong Vinegar and sprinkle a little in places where you suspect Worms are, and they will crawl out of the Ground.

Another approved Bait.

Take the Fat of a Heron, Mummy and Galbanum; of each two drams, Scent them with a Grain of Musk, and make them up with two Ounces of *Aqua-vitæ*, stir them over a gentle Fire in an earthen Vessel, till they become thick, and with this rub the Hook and end of the Line, and the Scent of it will draw the Fish to it; you must also have at the same time a proper Bait on your Hook for such Fish as are in the place you Angle.

The

The Artificial Cod or Cadbait.

Make the Body of yellow Bees-wax, and head of black Dubin and black Silk, or you may make the Body of yellow waſhed Leather, Shamey or Buff, and the head all of black Silk, and this is an incomparable bait for Trout, Salmon or Smelts, and thoſe that are natural are moſt Excellent baits for Trout, Grayling, Salmons, Tench, Roach, Chub, Dace, Carp, Tench, Ruff, Bream and Bleak; but then you muſt Fiſh with it in clear Water only.

Rules and Conſiderations about Baits in general.

Fiſh in general take all ſuch baits freely, as nature at that ſeaſon affords in or near the places where you Angle, for being uſed to them they are not afraid of any deceit, but take them as their common Food. And for Flies in this Caſe, in a Morning or Evening, when you go to Angle, beat the Buſhes about the Rivers or Ponds, and ſuch Flies as you rouſe there, Fiſh with, either Natural or imitate them by Art; as alſo ſee what Worms, or other Inſects fit for baits ſtick on the Leaves, Graſs, or are in the Water; and in this Obſervation you cannot miſs of good Sport; and when you have ſtruck gently the backway, draw a little, and be not too haſty to take up before the Fiſh has had her play, and ſpent her ſtrength, leſt ſhe break your Tackle. If your Fiſh be large, you muſt uſe your Landing Net.

To take Fiſh in the Night with a Light.

This is an Admirable way to ſupply you with a ſuddain Diſh, *viz.* Take a Glaſs in the form of an Urinal

Urinal very deep, put as much Clay in the bottom of it as will sink the Mouth of it within an Inch of the Water, floating on pieces of Cork, tied about the Neck to keep it steadily upright, then place a Candle in it, by sticking it in the Clay-socket, anointing the out side of the Glass with Oyl of Asper. This Light will shine a great way in a still Water, so that the Fish being amazed at so unusual a Sight, will come out of their holes about it, and be detained with the scent of the Oyl so long, that with a Hoop net you may take great store of them.

Flies proper for every Month.

For February, little red brow Palmer Flies, the plain Hackle, the Silver Hackle, the Gold Hackle, the great Dun, the great blew Dun, the dark brown.

For March, the little whirling Dun, the early bright brown, the whitish Dun, the Thorn tree Fly, the blue Dun, the little black Gnat, the little bright Brown.

For April, the small bright Brown, the little dark Brown, the great whirling Dun, the Violet Fly, the yellow Dun, the Horse-flesh fly.

For May, the Dun-cout, the Green-drake, the Stone-fly, the black May fly, the little yellow May Fly, the Gray-drake, the Camlet-fly, the Turkey Fly, the yellow Palmer, the black Flat-fly, the light brown, the little Dun, the white Gnat, the Peacock-fly, the Cow-lady, the Cowturd-fly.

For June, from the first to the 24th the Green Drake and Stone fly, the Owl fly, the Barm-fly, the purple-Hackle, the purple Gold Hackle, the Flesh-fly, the little Flesh-fly, the Peacock-fly, the Ant-fly, the brown Gnat, the little black Gnat, the Green-Grasshopper, the Dun Grasshopper, the Brown Hackle.

For

For July the Badger-fly, the Orange-fly, the little white Dun, the Wasp-fly, the Black Hackle, the Shel-fly, the black brown Dun.

For August the late Ant-fly, the Fern-fly, the white Hackle, the Harry long Legs.

For September the Cammel brown Fly, the late Badger-fly.

For October the same Flies that were used in *March*.

The best Time to Angle in.

1. If in the hot Months, cloudy Weather is best, when a small Gale stirs the Water.

2. When the Floods have carried away the filth that sudden Showers incumbred the Water withal, and the River and Pond retains its usual bounds, looking of a whitish Colour.

3. When a violent Shower has troubled or muddied the River, or a little before the Fish spawn, at what time they come into the sandy Ground to loosen their Bellies.

4. After Rains, when the Rivers keep their bounds, yet rise and run swiftly, for then they seek shelter in Creeks and little Rivulets running into the River.

5. Fish for Carp and Tench early, that is, before Sun rise, till Eight in the Morning, and from Four in the Afternoon till after Sun set. In *March* the beginning of *April*, and the latter end of *September* and all Winter, when there are no great Frosts, the Fish bite in the warm of the Day, the Wind being still; but in Summer Months Morning and Evening is best.

6. Fish rise best at the Fly, after the shower has muddied or clouded the Waters, and Fish with Flies in generally *March*, *April*, *May*, and the beginning

ginning of *June*, is the best for Trout, you may Angle in a clear Star light Night, for they are then roaving about for Prey; he bites best in muddy Water, and the best time of Fishing for him is from 8 to 10 in the Morn. & from 3 till 5 in the Aftern.

7. The Salmon Fishery is best in *May*, *June*, *July*, and *August*, from three in the Afternoon till Sun set, and in the Morning as before.

8. The Barble bites best early in the Morning, till Ten or Eleven in *May*, *June*, *July*, and the beginning of *August*.

9. The Pearch and Ruff bites best all Day in cool Cloudy Weather.

10. The Carp and Tench bite early and late in the still parts of the River; *June*, *July* and *August*; as likewise do the Chevin, whose chief bait is white Snails, and small Lamperies.

11. The Bream bites from Sun rise till Nine or Ten in the Morning in muddy Water, especially the Wind blowing hard; for the most part keeping in the middle of the Pond or River in *May*, *June*, *July* and *August*.

12. Angle for the Pike in clear Water, when it is stirred by a gentle Gale in *July*, *August*, *September* and *October*, and then he bites best about three in the Afternoon; but all the Day in Winter, and in *April*, *May*, and the beginning of *June*, early in the Morning, and late at Evening.

13. The Roach and Dace bite all the Day long at the top of the Water at Flies Natural and Artificial, also at Grass-hoppers, and all sorts of Worms, if the Water be shady.

14. The Gudgeon bites best in *April*, till she has Spawned in *May*, or if the Weather be cold, till Wasp time, and at the end of the Year all Day long, near to a gentle Stream. Observe when you

Angle

Angle for her, to stir and rake the Ground, and the Bait will be taken the better.

15. The Flounder in *April* bites all Day, *May*, *June* and *July*, especially in swift Streams, yet he will bite, tho' not so freely in a still Deep.

Of Fish Ponds,

Grounds most fit and proper to be cast into a Pond, are those which are Marshy, or Boggy, or full of Springs, unfit for Grazing, or to be put to any profitable use besides. Of these the last, full of Springs, will yield the best Water; that which is Marshy will feed Fish; and what is Boggy is best for a defence against Thieves.

First draw by small Trenches all the Springs into one place, and so drain the rest of the Ground; then mark out the Head of your Pond, and make it the highest part of the Ground in the Eye, tho' it be the lowest in a level; cut the Trench of your Floodgate so, that when the Water is let out it may have a swift fall: On each side of which Trench drive in Stakes of Oak, Ash or Elm, six foot long, and six Inches square; place these in Rows near four Foot distance, as broad and wide from the *Floodgate* as you intend the Head of your Pond shall go: Dig it in as big and large a Compass as the Ground will permit; throw your Earth among the said Stakes, and ram it down hard till you have covered the Stakes: Drive in as many new ones next the first Stakes, and ram more Earth above them, with Stakes above Stakes till the Head-sides be of a convenient height: Taking care that the inside of your Banks be smooth; even hard and strong, that the Current of the Water may not wear off the Earth.

Having

Having thus digged eight Foot deep, that so
may carry six Foot Water, pave the bottom an
Banks of the Pond with Sods of *Plot Grass*, layin
them close together, pin them down with Stake
and windings: This Grass is a great feeder o
Fish, and grows naturally under Water. Stake t
the bottom of one side of the Pond Bavens an
Brush-Wood Faggots, into which the Fish ma
cast their Spwan. Lay Sods upon Sods to nouri
and breed Eels.

The Pond being made, let in Water, an
thus store it; put Carp, Bream and Tench b
themselves; Pike, Pearch, Eel and Tench (th
Fishes Physician) by themselves; for Food o
the greater Fishes put store of Roach, Dace, Loac
and Menow; and lastly, to one Melter put thre
Spawners, and in three Years the encrease will b
great, and in five Years with difficulty be destroy'd

In 3 Years *Sue your Pond*; which you must con
tinue to do, for the Roach will increase in suc
abundance, that eating up the sweet Food, wi
make other Fish as Carps, &c. be very lean
Therefore every Year view your Pond, and ob
serve if any such Fry appears, thin them.

To make Carps *grow large*, &c.

About *April*, when your Pond is low, rake th
sides where the Water is fallen with an Iron Rak
sow *Hay-seeds* there, rake it well; and at the en
of Summer you shall have store of Grass: In *Win
ter* the Water will over top the Grass, and bein
Water enough for them, the Carps will reso
to the sides, and feed briskly, and grow Fat: Thu
do every Summer, till you sue your Pond, an
no River Carp can surpass them.

FINIS.